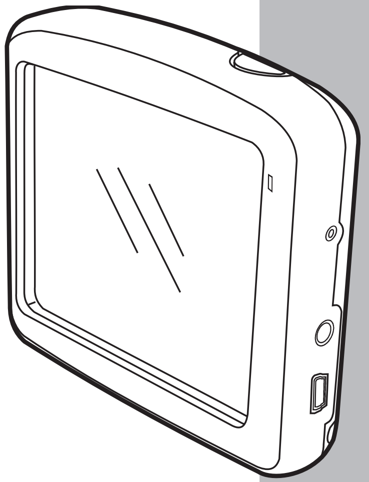
VENTURER

PORTABLE NAVIGATION DEVICE

HPS9308



Need More Help?

DO NOT RETURN THIS PRODUCT TO THE STORE

Please visit online help at http://www.venturer.com

User Manual

Thank you for choosing this Navigator as your door-to-door in-car navigator. The memory card version is very easy to use.

Read the Quick Start Guide first and start using this Navigator right away. This document is the detailed description of the software. Although this Navigator can easily be discovered by experience, it is still recommended that you read through this manual to clearly understand the exact function of each button and icon.

1 Warnings and Safety Information

This Navigator is a navigation system that helps you find your way to your selected destination. It will determine your exact location with the help of a built-in GPS receiver. The position information obtained from the GPS receiver will not be transmitted anywhere, so others will not be able to track you.

If you are the driver of the vehicle, we recommend that you operate this Navigator before beginning your journey. The driver’s attention should be on the road. Plan your route before departure and pull over if you need to change route parameters. This Navigator has a built-in (optional) Safety Mode that will prevent you from using the screen functions if your car is in motion. Unless a passenger will be the only one to operate this Navigator, we strongly encourage you to turn on the Safety Mode.

It is also important that you look at the display only if it is absolutely safe to do so.

You should always observe traffic signs and road traffic before you obey any instruction from this Navigator. If you need to deviate from the recommended direction, this Navigator will suggest a modified route according to the new situation.

Never place this Navigator where it can obstruct the view of the driver, is within the deployment zone of airbags, or where it can cause injuries in case of an accident.

2 General Information

This Navigator is a navigation system optimized for in-car use. It provides door-to-door navigation for both single and multi-point routes using adaptable route parameters. This Navigator is capable of planning routes throughout the whole map region installed on the memory card. Unlike some other products, this Navigator does not require that you change maps or switch to a poorly detailed general map to navigate between map segments or countries. You always have complete freedom to go wherever you wish.

A stylus to use this Navigator is located on the lower right rear of the Navigator. All screen buttons and controls are designed so that you can operate them with your fingertips, or stylus.

When using this Navigator, you do not need to ‘double tap’ or ‘tap and hold’ the touch screen as these functions cannot be used reliably in a moving vehicle. A single tap triggers most of the screen controls. The only exceptions are ‘drag and drop’ for moving the map, or scaling it in MAP mode (6.5.6).

Most of the screens have a Return ( ) button in the top left corner. This arrow returns to the previous screen or directly to one of the map screens.

Setting screens also have a Help (?) button in the top right corner. This will show a detailed description of the current settings screen.

Table of Contents

3 How to Mount the Bracket to the Windshield

IMPORTANT NOTICE

This is an Important Notice for users of this Navigation device in the states of California and Minnesota.

If you are driving in California or Minnesota, you should NOT mount this Navigator to your windshield. Instead you should use the enclosed mounting disc to attach the device to your dashboard.

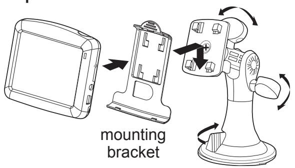
WARNING :
NOTICE TO DRIVERS IN CALIFORNIA AND MINNESOTA:

State law prohibits drivers in California and Minnesota from using suction mounts on their windshields while operating motor vehicles. Venturer does not take any responsibility for any fines, penalties, or damages that may be incurred as a result of disregarding this notice. (See California Vehicle Code Section 26708(a); Minnesota Statutes 2005, Section 169.71)

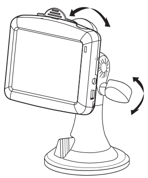
This is a permanent solution - the adhesive tape on the bottom of the mounting disc cannot be removed once fixed to your dashboard.

As an option to windshield mounting, consider using the supplied dashboard mounting disc.

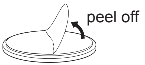
Step 1



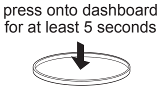
Step 2



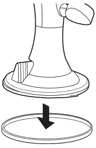
Step 3



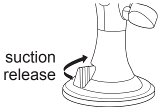
Step 4



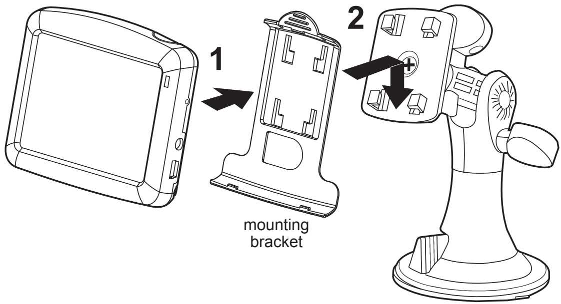
Step 5

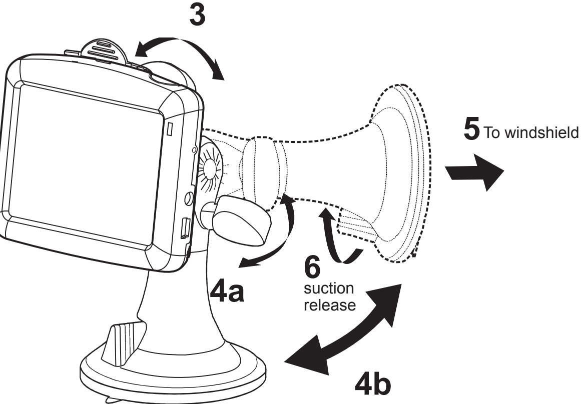


Step 6



Mount the Bracket to the Windshield



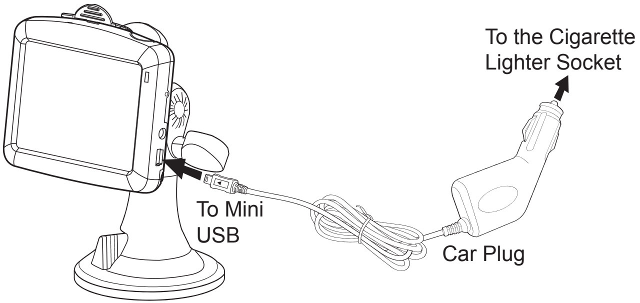


4 Connection

Power Supply

Using a Car Plug

A 12V car plug allows the Navigator to be used with vehicles that have a 12V, negative ground electrical system.



CAUTION

- Use this Navigator only with the included car plug. Use with other car plugs could damage the Navigator or even your vehicle.
- The included car plug is for use with this Navigator only. Do not use it with other equipment.
- Make sure the Navigator is fastened securely to prevent it from falling or flying through the air in the event of an accident.
- When the inside of the cigarette lighter socket is dirty with ashes or dust, the plug section may become hot due to poor contact. Be sure to clean the cigarette lighter socket before use.
- After use, disconnect the 12V car plug from both the Navigator and cigarette lighter socket.

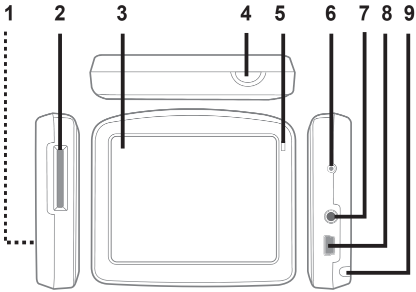
5 Operation

This Navigator is designed for easy operation. All controls are operable by fingertips or stylus. Wherever possible, push buttons and lists are provided to make accessing functions or changing settings as easy as possible.

5.1 Hardware Buttons

There are only a few hardware buttons on this Navigator.

The majority of the Navigation functions can be accessed using the touch screen. The hardware buttons are as follows:



1. **Speaker**
2. **Map Card**
3. **Touch Screen**
   Displays the local map. Tap the screen with the stylus to select menu commands or enter information.
4. **⏻ Button**
   Press and hold for 2 seconds to turn the Navigator on or off.
5. **Charger Indicator**
6. **Reset Button**
   Press to reset the Navigator.
7. **Headphone Jack**
8. **Mini USB (for DC charging)**
9. **Stylus**
   Remove the stylus from its compartment in order to use it, and replace it after use. The stylus is for operating the touch screen.

5.1.1 Turn On the Navigator

Press the ⏻ button and hold for 2 seconds to turn on the Navigator.

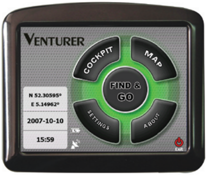


Select Navigation





After reading, press the "Accept" button.



If the device power is turned off while this Navigator is running, when you turn the device back on, this Navigator will continue the navigation as soon as the built-in GPS determines the location again.

While the device is switched off, the GPS will not work. No position will be calculated, the track log will not be saved, and navigation will stop.

5.1.2 Zoom In and Out

Press the ⏻ button and hold for 2 seconds to turn on the Navigator.

Zoom will change the scale of the map in both 2D and 3D map modes. This function is explained in detail (6.5.2).

NOTE:
When applied on list and menu screens, this action will move the highlight up and down.

5.2 Screen Buttons and Controls

The primary input channel of this Navigator is the touch screen. If you read on, you will realize that most parts of the screen are not only used to display information but also to initiate functions by tapping. Below you will find a list of the most frequently used controls in the program.

5.2.1 List Selectors

When the values in the list need to be named, only the current value is shown (sometimes together with a short description) in a horizontal stripe with arrows at both ends.



The arrows are buttons. Tap  to move left in the list or tap  to move right. You need not confirm your selection. As soon as you leave the screen, the selected value becomes effective.

5.2.2 Sliders

When a feature has several different unnamed (numeric) values, this Navigator will show sliders to set the desired value.



If the value limits are not displayed at the ends of the slider, the left most position means the minimum value, while the right most position represents the maximum value.

This control can be operated in two ways. Either drag the handle to move the slider to its new position, or tap the slider where you want the handle to appear (handle jumps there immediately). As with the list selectors, there is no need to confirm your selection. As soon as you leave the screen, the selected value becomes effective.

5.2.3 Switches

When a function can only have two values (mainly Enabled and Disabled), a switch is used. Unlike with list selectors, the horizontal line contains the name of the function and not the actual status. There is a lamp on the left to show whether the function is active or not.



When the lamp is dark , the function is not selected. When it is lit , the function is enabled. The whole strip works as a button. Tap anywhere to toggle between the enabled and disabled status.

5.2.4 Switches in the Quick Menu

The switches of Quick menu (6.7.2) behave as normal switches but they look different in order to fit in with the other menu buttons.



Tap the button to toggle between the enabled and disabled states.

5.2.5 Virtual Keyboards

This Navigator is designed in a way that you only need to enter letters or numbers when it is inevitable. In these cases a full screen keyboard pops up that can be easily operated with your fingertips. You can choose between a separate ABC and numeric keypad, or a QWERTY-type keyboard that contain both letters and numbers. This Navigator will remember your last choice and offer it the next time you need to enter data.

The alphabetic keyboards in this Navigator do not contain special characters, because you do not need to enter accents when searching for a destination. Type only the base letters (the letter most similar to the accented one) and this Navigator will search for all their combinations in the database.

When you type in POI or track log names, this Navigator will automatically turn all initials into capitals to create names that look pleasant.

5.2.5.1 ABC-type Keyboards

This keyboard contains only letters. If you wish to enter numbers, you need to tap the Keys (
) button to switch to the numeric keyboard.

Use Backspace () to delete the last letter you have entered if you have made a mistake, tap

Space () to enter more words, and hit Done () to finish entering the text.



This type of keyboard has large, finger-friendly buttons.

If you are used to computer keyboards, you may consider trying the QWERTY-type keyboard.

5.2.5.2 QWERTY-Type Keyboard

QWERTY-type keyboards have both letters and numbers on them. The layout is the same as of the standard QWERTY keyboard. To switch to the QWERTY-type keyboard, press the Keys button until the appropriate keyboard appears.



The special keys described in the previous section are also available here.

5.2.5.3 The Numeric Keyboard

The numeric keyboard only contains numbers only, on large buttons. The special keys you find on the other keyboards (except Space) are available here as well.



Although QWERTY-type keyboards also contain number keys, when entering a house number, the program offers the more convenient numeric keypad.

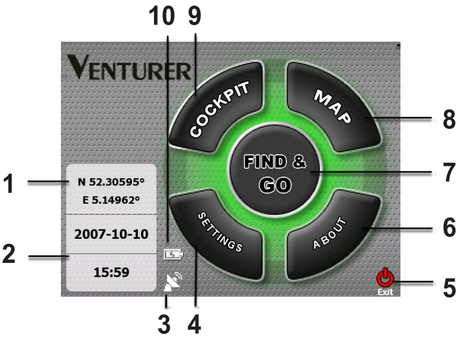
6 Discovering the Program Through the Screens

The best way to discover this Navigator is to explore each screen in detail, and to find out how to move from one to another. Read this chapter for a guided tour.

6.1 Main Menu

This Navigator starts by displaying the Main Menu. This is the root of the screen hierarchy, but you rarely will you need to return here while using the program. Screens are also accessible from each other to reduce the number of actions needed to initiate a function or change a setting.

Most parts of the program are directly accessible from here by using the buttons described below.



1. Displays current position
2. Displays current data and time
3. Displays GPS status and opens GPS data screen
4. Press to open SETTINGS
5. Press to exit the Navigator
6. Press to go to ABOUT screen
7. Press to open FIND & GO menu
8. Press to open MAP screen
9. Press to open COCKPIT screen
10. Displays battery status indicator

6.2 About Screen

Tap **About** on the Main Menu screen to open this screen.

Information displayed here includes map licenses, the creators of this Navigator and the legal aspects of using the program.



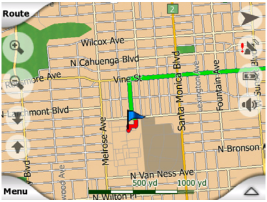
6.3 The Map

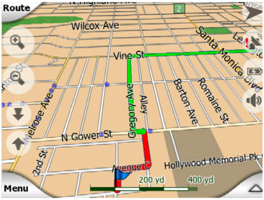
The most important and most frequently used screens of this Navigator are the two screens with the map (Map screen and Cockpit screen). They are similar in look and in possible controls but are optimized for different uses. The map they display is common. The elements of the map are described here. For the controls and special functions of the two map screens see 6.5.

The current version of this Navigator is primarily intended for land navigation. That is why maps in this Navigator look similar to paper roadmaps (when using daytime colors and 2D map mode). However, this Navigator provides much more than regular paper maps can. The look and the contents can be changed.

6.3.1 2D and 3D Map Views

Besides the classical top down view of the map (called 2D mode), you have the possibility to tilt the map to have a perspective view (3D mode) that gives a view similar to what is seen through the windshield with the possibility to see far ahead.







It is easy to change between 2D and 3D modes. You have two options. You can use the Tilt up and down button (6.5.3.) to tilt the map seamlessly between 2D and all 3D angles, or you can use the switch in the Quick menu (6.7.2) to quickly switch between the two modes.

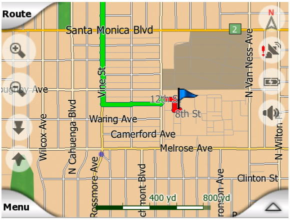
NOTE:
You may find that 2D mode is more useful in North-up Map mode when looking for a certain part of the map or an object to select as the destination. On the other hand, 3D mode in Track-up Cockpit mode with Smart Zoom makes navigation very comfortable. The description of these modes will come later in this manual.

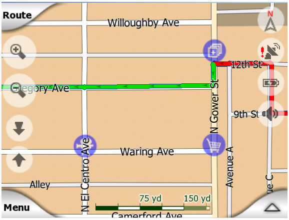
NOTE:
3D view is only useful for navigation. As you zoom out, the view angle will automatically be raised. Finally 2D view will be reached. When you zoom back in, 3D view will gradually return.

NOTE:
Using the Advanced settings, you can force Map mode to always start in 2D North-up view and/or Cockpit mode to always start in 3D Track-up view (7.6.1.2). You can still rotate and tilt the maps in either mode, but the next time you enter this screen, the preset look will reappear.

6.3.2 Zoom Levels

This Navigator uses high quality vector maps that let you see the map at various zoom levels, always with optimized content (the density of the map details can be independently set for Map and Cockpit screens in Map settings (7.2)). Street names and other text objects are always displayed with the same font size, never upside down, and you only see as many streets and objects as needed to find your way around the map. Zoom in and out to see how the map changes in either the 2D or 3D view.





Changing the scale of the map is very easy. You can drag and stretch the scale (6.5.6) at the bottom of the Map screen, or use the semi-transparent screen icons (6.5.2) on both Map and Cockpit screens.

NOTE:

If you need to zoom out briefly to locate your position on the map, use the Overview mode instead of zooming out and back in. The Overview mode is a 2D North-up view that can be started by tapping the compass button on the right (see 6.5.8).

NOTE :

This Navigator has a special Smart Zoom function for navigation that automatically rotates, scales and tilts the map in 3D map mode to always give you the optimal view in your current situation. When approaching a turn it will zoom in and raise the view angle to let you easily recognize your maneuver at the next junction. If the next turn is at a distance, it will zoom out and lower the view angle to flat in order to let you see the road in front of you.

6.3.3 Day and Night Color Schemes

The different color schemes let you adjust this Navigator to the brightness of the environment. Use the day and night color schemes according. Daylight colors are similar to paper roadmaps, while the night color schemes use dark tints for large objects to keep the average brightness of the screen low, with carefully selected colors to still keep you informed about all the necessary information on the screen.





You can change between day and night views manually in the Quick Menu (6.7.2.3) or let this Navigator do it automatically (7.1.3) for you.

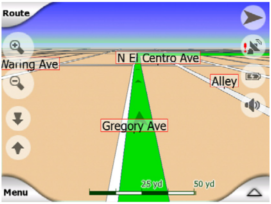
NOTE:
The automatic day/night mode is based upon the current date and GPS position by which this Navigator calculates the exact sunrise and sunset times on the particular day at the particular location. Using that information this Navigator can automatically switch between the color schemes a few minutes before sunrise, when the sky has already turned bright, and a few minutes after sunset before it gets dark.

TIP :
There are several day and night color schemes included with this Navigator. To select the one that suits your needs the best, make your selection in Settings (7.2.1).

To further enhance the effect of the night color scheme, you can instruct this Navigator to decrease the display backlight when the night colors are used. Set the desired backlight levels for both day and night modes (7.6.2).

NOTE:
The colors mentioned and screenshots included in this manual refer to the default day and night color schemes. They may not look the same in the schemes you have chosen.

TIP :
If you use this Navigator after sunrise or before sunset, look for the sun in the sky in the map background using a flat 3D view. It is displayed at its actual position to give you another way to orientate your direction.

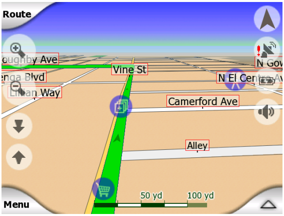


6.3.4 Streets and Roads

The similarity of this Navigator to paper roadmaps is also convenient when it comes to streets, the most important elements of the map concerning navigation. This Navigator uses similar color codes to those you are accustomed to, and the width of the streets also refers to their importance, so it will not be difficult to tell a highway from a small street.

Streets and roads have names or numbers for identification. Of course, this information can be displayed on the map. This





Navigator uses two different ways to show street labels. The conventional way is the same as a roadmap - it displays the name of the street aligned with the street. The alternative is a kind of virtual signpost embedded into the street itself.

You do not need to choose between the two modes. This Navigator will use the one best for the current tilt and zoom level. Zoom in to have only a few streets on the map, and start tilting up and down to see how this Navigator switches between the two modes in an instant.

NOTE:
The automatic switching is on even when using Smart Zoom. At first you may find it odd, but later you will discover how it adjusts the displayed information to the current view on the map. It is important, as the driver must be able to read the map at a glance.

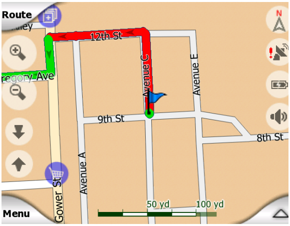
TIP:
If you do not want to be bothered by street names during navigation, turn them off in the Map Options (7.2).

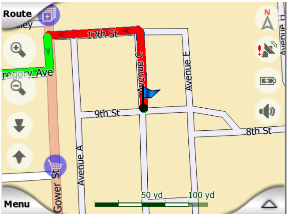
Major roads usually have alternative names (numbering) besides the primary name. You can choose whether to display these alternative names or not. You can set this in Map Options (7.2).

6.3.5 Other Objects

To help orientate you, the map also contains objects that have no other navigating function other than to help you recognize your location on the map. These are surface-waters, large buildings, forests, etc.

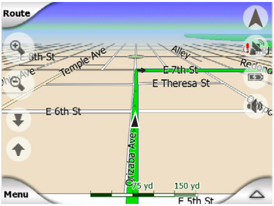
TIP:
These objects are normally displayed using textured polygons that are natural to the eye. You may wish to switch the textured display off (7.2.4) to free some of the resources of your PNA by replacing textures with plain colored surfaces.





6.3.6 Current Position and Lock-on-Road

When your GPS position is available, a blue arrow (yellow when using night colors) shows your location on the map. The direction of the arrow represents your direction. The arrow is sized and vertically rotated with the zoom and tilt levels to always look realistic.





This Navigator has a built-in Lock-on-Road feature that always puts the position arrow on the road, on the axis of the street in case of one-way streets, or on the side of the road where you drive on two-way roads.

The location received from the GPS receiver is shown as a blue dot on the map. This can help you find your location if the GPS accuracy is poor, and the Lock-on-Road system puts you on the wrong street. It is also the location saved in the track log (6.7.2.6).

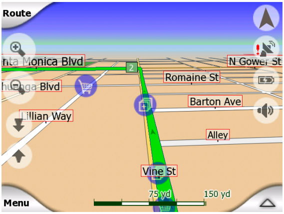
NOTE:
The Lock-on-Road feature can be turned off in advanced settings (7.6.4.5) for pedestrian use. When switched off, the arrow is displayed at the position reported by the GPS receiver.

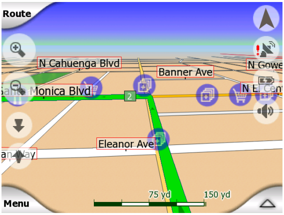
When the GPS position is lost, the arrow turns grey, but the journey continues on the recommended route for a short period of time with the speed last detected before the GPS position was lost. When the next route event is reached, or after 40 seconds, the arrow stops, and remains gray until GPS reception returns. This way short tunnels can be crossed without losing the position.

6.3.7 Selected Map Point (Cursor)

If you tap the map somewhere or select a specific item in Find, it will become the selected point on the map, marked with a small red dot and permanently radiating red circles to make it conspicuous at all zoom levels, even when it is in the background of a 3D map view. You can use this point as starting or ending point of the route. You can search for a POI near to it, mark it with a drawing-pin, or save

it as a POI. The cursor, when visible, is also the reference point for map scaling.

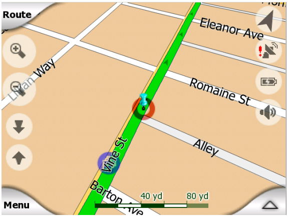


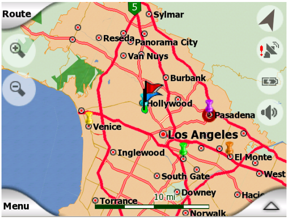


NOTE:
When your GPS position is available, and Lock-to-Position (6.5.4) is active, the cursor is the current GPS position, the blue arrow). When you select another point by tapping the map, or using the Find menu (8.3), the new Cursor is shown on the display with the red dot and the radiating red circles.

6.3.8 Marked Map Points (Pin)

The Cursor can be marked with a pin. Pins are shown as being stuck in the map. A pin is visible at all zoom levels and remains in its position until you unpin it, or delete all pins in advanced setting (7.6.5.3).







This Navigator automatically selects the color of the pin. Different colors help you identify a pin in the History list (8.3.2) later. There they are shown together with their address and GPS coordinates.

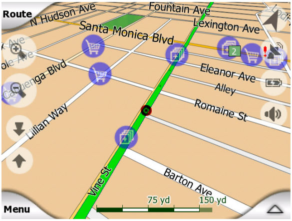
TIP:
A quick way to tell the coordinates of a location you found on the map is to pin it, and then look for the coordinates in the History list (8.3.2). This way you also save the coordinates with the pin for later reference. If you do not need the coordinates later, just select the point and start Find Coordinates (8.3.3).

6.3.9 Visible POIs (Points of Interest)

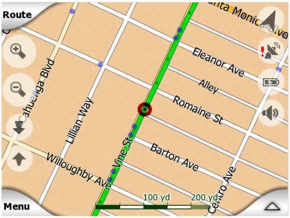
This Navigator comes with thousands of built-in POIs, and you can create your own POI database as well. Having all of them displayed on the map would make the map too crowded. To avoid this, this Navigator lets you select which POIs to show and which ones to hide (6.7.2.4) using their categories and subcategories.

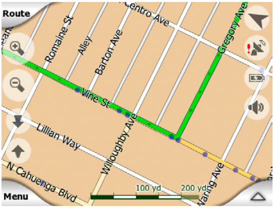
Icons on the map represent POIs. For a built-in POI it is the icon of the subcategory of the actual POI. For points you create, it is the icon you had chosen when you created the POI (it can be changed later).

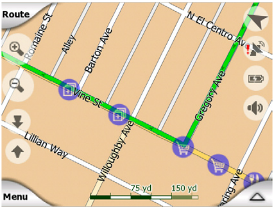
These icons are large enough to recognize the symbol, and semi-transparent enough to not cover the streets and junctions behind them.



When the map is zoomed out, the icons are not shown. As you zoom in, small dots appear at the locations of visible POIs. Zooming in further makes the full icons appear.







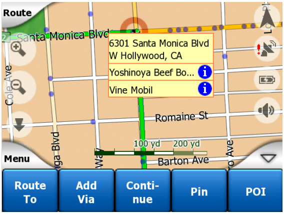
If two points are too close to each other so that icons overlap, a multi-POI  icon is shown instead of individual ones. Zoom in more to see them separately. (Should the two POIs have the same icon, this icon will be displayed instead of the multi-POI icon.)

NOTE:

When navigating, POI icons can be disabled together with street names (7.2.3). If you still need this information during your journey, just drag the map to disable Lock-to-Position (6.5.4). This will restore street names and POI icons immediately. Now tap Follow to reactive Lock-to-Position.

TIP:

Tap the map on or near a POI item to see the list of the names of the nearest POIs in a popup list, if it is enabled (6.7.2.5). To see the details of a particular POI in the list, tap the blue "i" icon on the right. If you have too may POIs nearby, this list may not be complete. In the Cursor menu (6.5.13) there is a button called POI that leads you to the screen of all nearby POI items. There you can open them one by one to see their details, and select any of them as a route point.



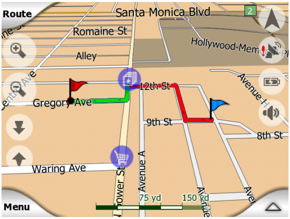


6.3.10 Elements of the Active Route

This Navigator uses a multi-destination routing system in which you have a start point (your current location if GPS position is available), a destination, the line of the active leg of the route, and optionally via points and inactive legs. They are all shown on the map.

6.3.10.1 The Start Point, Via Points and the Destination

These points are represented by flags.





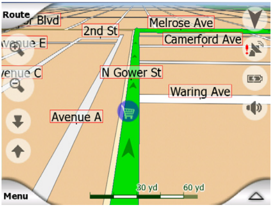
6.3.10.2 Animated Turn Guidance

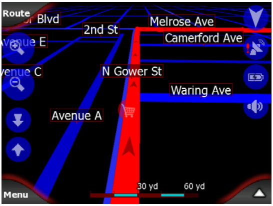
Animated arrows represent all route events other than the above-mentioned special points. These arrows shown the direction you need to travel to continue your journey.

6.3.10.3 The Active Leg of the Route

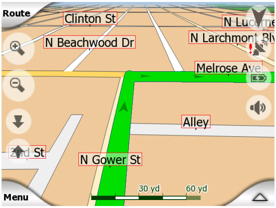
The active leg is the section of the route you are currently driving. If you have not added any additional points, the whole route will be the active leg. When additionas points are present, the active leg is the part leading from your location to the next additional point.

The active section is displayed in light greenred. It is the most conspicuous part of the map even when in the background of a 3D map view.





The line of the route is displayed on the driving side of the road for two-way and on the axis in case of one-way streets. When the map is zoomed in and the line is wide enough, small arrows show the direction of the route. This can be useful if you preview the route before starting the journey or when entering a complex junction.



6.3.10.4 Inactive Legs of the Route

Future sections of a route are inactive. They are also shown on the map with the same color but a darker tint than the active one. An inactive section becomes active as soon as you reach its starting begin to approach the point.

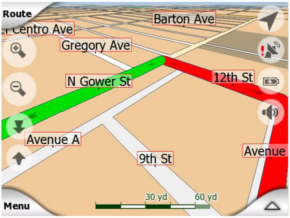


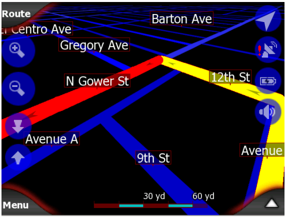


6.3.10.5 Roads in the Route Excluded by Your Preferences

Although you can choose or not to include some road types in Route parameter settings (7.4.4), sometimes they are impossible to avoid.

If so, this Navigator will display those segments of the route with an alternate color.



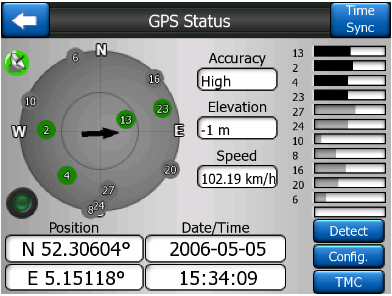


6.4 GPS Data Screen

Tap the small satellite dish icon on the Main Menu, Map or Cockpit screen to open this window.

The GPS Data screen is a collection of information received from the GPS device and it also serves as the entry point to the following screens:

• Time Sync



6.4.1 GPS Data Displayed

The virtual sky on the left represents the currently visible part of the sky above you, with your position as the center. The satellites are shown at their current positions. The GPS receives data from the green and grey satellites but not from the red ones. Signals from the grey satellites are only received, while green ones are used by the GPS to calculate your current location. On the right you can see the satellite signal strength bars. The more satellites your GPS tracks (the green ones), the better your calculated position will be.

Additional pieces of information on this screen are: current position in latitude/longitude format, elevation, speed, date, time and calculated accuracy.

NOTE :
Accuracy can be affected by several factors the GPS cannot take into account. Use this accuracy information only as estimation.

There are two icons on the left to show the status of the GPS connection and the quality of reception.

6.4.2 GPS Connection Indicator

In the middle to the left there is a lamp similar to the ones used for switches. This one has more colors and represents more values:



A fast blinking green lamp means that there is communication with the GPS and data is being received.



Other colors should not appear with a built-in GPS. Should any of these appear, this means a faulty operation of your device.

6.4.3 GPS Data Quality Indicator

In the top left corner there is a satellite dish to show the quality of the GPS position. Different colors represent different signals:



Red shows there is no connection with the GPS device. This should never be the case if your device has a built-in GPS.



Red means the GPS is connected but no GPS position is available.



Yellow means 2D reception. A GPS position has been acquired, and the Navigator is ready for navigation, but the GPS is not using enough satellites for calculating the horizontal position. Elevation data is not provided, and the position error may be significant.



Green means 3D reception. The GPS receiver has enough satellites to calculate altitude. Position is generally correct (yet it can still be inaccurate due to different environmental factors). This Navigator is ready for navigation.

6.4.4 Time Synchronization

In the top right corner of the screen you have another button that leads to a new screen where you can synchronize the clock of your PNA to the accurate time provided by the connected GPS.





Turn on the Auto Correction switch to let this Navigator frequently check and correct the PNA time with the GPS time.

Below that button you will see the current values of the GPS and the PNA clocks. You can check here whether any correction is needed. Tap the  button to manually synchronize the time.

Below the PNA time you have  and  controls to manually correct the time with or without a valid GPS time. It also gives you the chance to correct the time after synchronization if your PNA does not support time zones or daylight savings time.

6.5 Screens with Map

Having explained the contents of the map, the description of the other parts of the map screens follows. There are two map screens: the Map screen and the Cockpit screen. The way they show the map is the same but their look and controls are optimized for different purposes.

The Map screen is to be used mainly without a GPS, to browse the map, create user POI items, or to plan your route based on map points. The Map screen is designed to give you the maximum map area. This screen is usually used in 2D North-up mode (you can set this Navigator so it always opens the Map screen like that - see 7.6.1.1).

The Cockpit screen is for driving purposes. Besides showing the map, it contains some additional travel information if you are just cruising (speed, current street you are driving on, speed limit for the current street), and additional route data if you are navigating (e.g. next street in your route, distance to travel, type of the next route event). This screen is typically used in 3D Track-up mode (you can make this Navigator always open the Cockpit screen like that - see 7.6.1.2).

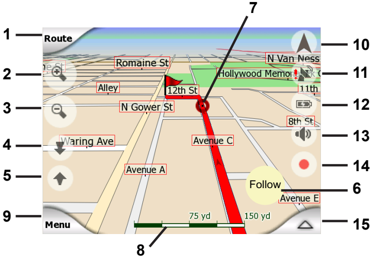
There are several controls that function in a similar fashion on the two screens. They are described on the following pages.

No.	Display	Control
1	(Cockpit only) Turn preview*	Opens Route menu*
2		Zooms in (optional)
3		Zooms out (optional)
4		Tilts down (optional)
5		Tilts up (optional)
6	Indicates that Follow to GPS position and heading is inactive	Re-enables Follow-to-Position/Smart Zoom
7	Selected map point (Cursor)	Opens Popup Info and Cursor menu
8	(Map only) Map scale	Zooms in/out by dragging
9	Menu	Opens Menu (Find, Quick, Route, Main)
10	Map orientation and Overview	Switches North-up, Track-up and Overview

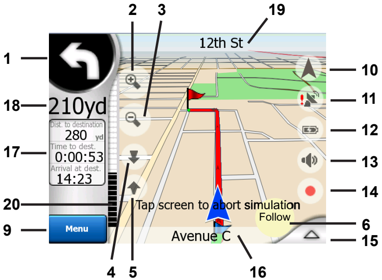
11	GPS position	Opens GPS Data screen
12	Battery status	Opens settings
13	Sound on or muted	Enables/disables muting
14	Track Log recording or playback	Opens Track Log screen
15	△	Opens Cursor menu
16	(Cockpit only) Current street	Opens Route Information screen
17	(Cockpit only) Travel and Route data**	Opens Route Information screen
18	(Cockpit only) Distance to next turn***	N/A
19	(Cockpit only) Next street***	N/A
20	(Cockpit only) Approaching next turn****	N/A

* On Map screen only when a route is active
** Contents differ when a route is active
*** Only appears when a route is active
**** Only appears when a route is active and the next turn is near

Map screen contents:

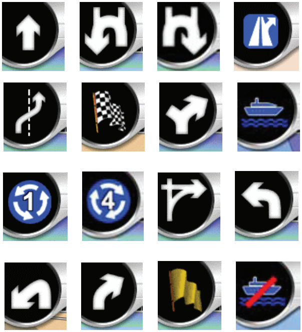


Cockpit screen contents:



6.5.1 Turn Preview (No. 1)

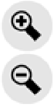
On the Cockpit screen this field shows a graphic illustration of the next maneuver. For example when you approach a turn, an arrow will show whether it is a slight, normal or sharp turn. When showing a roundabout, the number of the exit is also given in the picture.



This field also serves as a button. Tap it to get to the Route menu (6.7.3). The Map screen will show a button called Route here if there is an active route. This also leads to the Route menu.

6.5.2 Zoom In and Out (No. 2 and 3)

These semi-transparent buttons are only displayed if 'Zoom & Tilt' is enabled in the Quick menu (6.7.2.2).



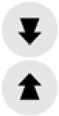
Zoom out shows a larger part on the map, while Zoom in shows a smaller part of the map in more detail.

The automatic Smart Zoom function will do the necessary zooming for you when navigating (zooms out if the next turn is at a distance to let you see far ahead and zooms in when approaching a turn to give you a better view of the upcoming maneuver). If you manually change the zoom level, Smart Zoom will no longer scale the map by itself (automatic tilting and rotating remains active).

You need to press Enter, or tap the Follow button (6.5.4) to return the zoom control to Smart Zoom. You can also set this Navigator to do this automatically after a few seconds in case of the Cockpit screen.

6.5.3 Tilt Up and Down (No. 4 and 5)

These semi-transparent buttons are only displayed if ‘Zoom & Tilt’ is enabled in the Quick menu (6.7.2.2).



This function modifies the vertical viewing angle of the map in 3D mode. You can change the angle in a wide range starting from a top down view (2D view is seamlessly integrated) all the way to a flat view that lets you see far ahead.

The automatic Smart Zoom function will do the necessary tilting for you when navigating (gives a flat view if the next turn is at a distance to let you see far ahead and raises the angle when approaching a turn to give you a better view of the upcoming maneuver). If you manually change the view angle, Smart Zoom will no longer tilt the map by itself (automatic zooming and rotating remains active).

You need to tap the Follow button (6.5.4) to return the tilt control to Smart Zoom. You can also set this Navigator to do this automatically after a few seconds.

6.5.4 Follow Mode - Lock to GPS Position and Heading (No. 6)

This semi-transparent icon is displayed if the GPS position is available, and the map has been moved. It also appears when you scale or tilt the map while Smart Zoom is enabled.



Normally this Navigator positions the map to keep the GPS position visible somewhere on the map (when North-up orientation is selected), or always at the bottom center of the map (when Track-up orientation is selected).

If you manually move the map, it will freeze the map in the new position. To return to the GPS position, use this Follow button.

When Smart Zoom is enabled, scaling or tilting the map also stops the automatic zooming or automatic tilting respectively. To reactivate Smart Zoom, tap this button.

TIP:

In Advanced settings you can set a delay time after which this Navigator pushes the Follow

button for you on the cockpit screen automatically. This can be turned on for re-enabling both Lock-to-Position and Smart Zoom.

6.5.5 Cursor (No. 7)

As described in 6.3.7, if you tap the map somewhere or select one specific item in Find, it will become the selected point on the map, marked with a small red dot and radiating red circles to make it conspicuous. You can use this point as starting point, via point or destination for your route. You can search for a POI near it, mark it with a pin, or save it as a POI.

NOTE:

When the GPS position is available, the Follow button will appear indicating that you have disabled the Lock-to Position. Tapping the Follow button will re-enable the position and move the cursor back to the current GPS position. The same happens when this Navigator restores Lock-to-Position automatically, if it is set in Advanced settings (7.6.3.3).

6.5.6 Map Scale (No. 8)

The scale indicator is only available on the Map screen. In 2D map view it represents the scale of the map. In 3D view it is the scale of the nearest part of the map only.



You can use it in both 2D and 3D modes to scale the map. Drag and pull it to the right to zoom in, or left to zoom out.

6.5.7 Menu (No. 9)

This button opens the Menu with the Find Engine, the Quick menu, the Route menu and the exit button that takes you to the Main menu screen. The Menu will be described in detail later in 6.7.

6.5.8 Map Orientation and Overview (No. 10)

You can view the map screens in three different presentation modes. This switch will cycle through them in the following order.



The usual map orientation for navigation is Track-up. It means

this Navigator rotates the map during navigation to always face the direction of your travel. In this mode an arrow (compass) points towards North.



Tap this icon to switch to North-up mode. Now the map is fixed to keep facing north. The icon changes to show the new rotation mode.

Tap the icon again to enter Overview mode. This mode looks similar to the North-up mode with one difference: the zoom level in this mode has a fixed default to give you a better look of where you are on the map. You can change the zoom level at any time. This will not cause the Follow button to appear, but when entering Overview mode later, the default zoom level will be restored.

The arrow representing your position will be fixed in the middle of the screen. When you move the map in Overview mode, the Follow button will appear, and when pushed, it will move the map to have your current position in the middle of the map again.

You cannot rotate the map in Overview mode. This mode is strictly north up.

You can set this Navigator so that it will switch to Overview mode during navigation when the next turn is far away. You can specify this distance and the fixed zoom level of Overview in Advanced setting (7.6.3.2).



An airplane icon indicates Overview mode.

Tap the icon again to return to Track-up (automatic rotation) mode.

6.5.9 GPS Position Quality (No. 11)

Similarly to the icon found on the GPS Data screen (6.4.3), the map screens also inform you about the GPS signal.



The black satellite dish with the red exclamation mark shows there is no connection with the GPS receiver. GPS navigation is not possible. Devices with a built-in GPS receiver are permanently connected, so this icon may not appear under normal circumstances.



Red shows there is a connection, but the signal is too weak to give a position. GPS navigation is not possible.



Black shows there is a GPS position, and navigation is possible. When only one arc is shown , the position is 2D (no altitude available), and position error may be significant, yet this Navigator is ready to navigate.



A black dish and two arcs represent a 3D GPS position. This Navigator is ready to navigate.

6.5.10 Battery Status (No.12)

The status of the battery is also shown by this Navigator. You can estimate the available power reserve from the length of the bar inside. Some examples:



The thunderbolt in the battery shows the battery is being charged.



Battery is not charging, but it is at full capacity.



Battery is not full, but there is sufficient reserve capacity.



When the inside of the battery is red, the battery needs recharging.

6.5.11 Sound Muting (No.13)

By tapping this button you can quickly mute all sounds of the PNA. This will not modify the volume level and the enabled or disabled status of the voice guidance or the key sounds (all to be set on the Sound Settings screen: 7.3). It just mutes the sound output. When muting is enabled, the speaker icon is crossed out.



Tap again to re-enable sounds.



NOTE:

Sound can be muted in Sound setting (7.3), too. There you have a Master switch that works together with the switch described above. There is also a Master slider on that screen, that you can use to fully turn down the volume of the device. Setting the volume low is different from muting; therefore it will not show up on the mute indicator.

6.5.12 Track Log Recording/Playback Indicator (No.14)

When a track log is being recorded, a red icon is displayed on the map screens. This icon also functions as a button leading to the Track Log screen (6.7.2.6) where you can stop the recording or make the track log visible on the map.



During track log playback a green icon blinks. Tapping this icon (in fact, tapping the screen anywhere) stops the simulation.



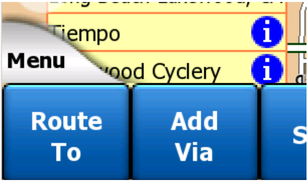
6.5.13 Cursor Menu (No.15)

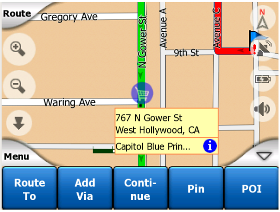
The Cursor is the selected point on the map (marked by a red dot and radiating red circles around it), or the current GPS position when it is available and Follow-to-Position is enabled. When you tap the screen to place the Cursor, the Cursor menu pops up automatically to give you the list of possible functions you can use the Cursor for. At the same time Popup Info (street name, house number and the list of POIs nearby) appears near the selected map point if Popup Info is enabled in the Quick menu (6.7.2.5).

If you do not use the Cursor menu in a few seconds, it will automatically vanish back to the bottom of the screen, and Popup Info disappears, too . You can have them reappear by reopening the Cursor menu using the arrow in the bottom right corner. When you open the menu manually, it will stay on until you close it or switch to another screen.

TIP:

If you want to see the map around the Cursor, close the Cursor menu and reopen it. When this menu is opened manually, the map is always moved to have the cursor in the center.





The content of the Cursor menu depends on the screen (Map or Cockpit) and it is slightly different if there is an active route already planned. You have the following options:

Start

Use the cursor as the departure point for your route. This menu point is available only in Map mode and when there is no active route. In Cockpit mode the departure point of the route is always the GPS position or if it is not available, the last known GPS position.

Route To

Use the Cursor as the destination of your route. This button is to start a new route. The previous route (if it exists) will be deleted and replaced. If a multi-point route is active, this Navigator will ask you whether you really want to delete it together with all its destination points.

Add Via

By inserting the selected map point as a via, you instruct this Navigator to cross this location **before** the destination of the route. This is the way to build a multi-point route in reverse order (when you wish to insert a stopover 'go to A but first get some fuel at B' or want to influence the direction of the route). This menu point works only if a route is already active.

Remove Via

Removes the 'via point" near or at the Cursor. The route will be recalculated immediately excluding the deleted point. This menu point replaces Add Via and is available only if the Cursor is near or at a via point.

Continue

Add a new destination to be reached after the previous destination. The new destination replaces the old one, which is now demoted to a via point. This is the way to build your multi-point route in straight order (when you wish to visit several destinations 'go to A then to B'). This menu point is available only if a route is already active.

Pin

Push a colored pin in the map at the selected point for later use. This pin is visible at all zoom levels and also appears in

the History list together with its exact position. This Navigator automatically selects the color of the pin.

Unpin

Remove the pin near or at the Cursor. This menu point releases the Pin and is available only if the selected point is near or at a pin.

POI

Opens the list of POIs near the selected point. These are the POIs shown in the Popup Info window. This menu point is only available on the Map screen. If you want to add a new POI at the cursor, you can do so by tapping Add POI in the bottom left corner.

6.5.14 Current Street (No. 16)

This field of the Cockpit screen shows the name or number (as available) of the current street or road you are driving on.

TIP:

Some roads have an alternative name (or number). This is normally shown together with the primary name in this field. You can hide these alternative names in Map settings (7.2.2).

6.5.15 Travel and Route data (No. 17)

The contents of these three fields are different when cruising (without an active route) or navigating (following an active route).

While cruising, the fields show the present speed, the current speed limit and the time of day.

While navigating a route, these fields show the estimated time needed to reach the destination (ETE), the distance to destination, and the estimated arrival time at the destination (ETA) by default.

You can choose what to display in these three fields during navigation, by going to Advanced settings / Display Options (7.6.1). See the following list for your options. The only restriction is that you cannot select a value that already appears in another field. The possible field contents are :

- Distance to destination (default value for the left field)
- Time to destination (estimated time in route, default value for the middle field)
- Distance to next via point
- Time to next via point

- Time to next maneuver (next route event)
- Speed
- Speed limit
- Arrival at next via point
- Arrival at destination (default value for the right field)

6.5.16 Distance to Next Turn (No. 18)

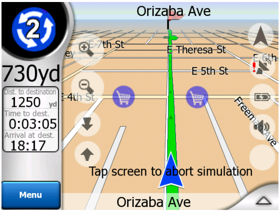
This field shows the distance to go before reaching the next route event (turn, roundabout, exit, etc.)

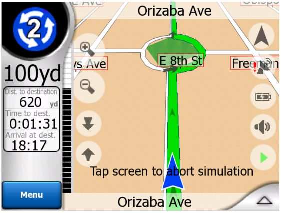
This field is only displayed when navigating a route.

6.5.17 Next Street / Next City (No. 19)

This field shows the road or street that comes next in the route itinerary.

If you are not yet in the town where this next street is, this Navigator will display the name of the town instead of the name of the road or street. A bullet symbol will appear next to the name of towns to help you tell them apart from street names.





This field is only displayed when navigating a route.

6.5.18 Approaching Next Turn (No. 20)

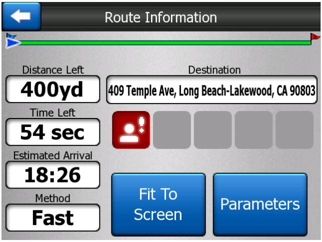
This bar is only visible when approaching the next route event. It appears on the screen to visualize the distance when you get closer than 300 meters (1000 feet) to the next turn, and it remains visible till you reach the turn.

This field is displayed only when navigating a route.

6.6 Route Information Screen

The Route Information screen has all the data and some of the functions you need while you navigate. Some additional functions can be found in the Route menu (6.7.3). Without an active route one of the buttons is inactive and route data cannot be displayed.

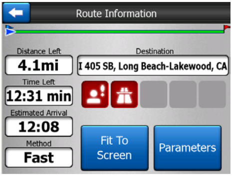
As a reminder, you can open this screen two ways: tapping the Info button in the Route menu (6.7.3.6), or tapping one of the Route Data fields on the Cockpit screen.

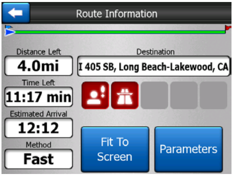


6.6.1 Route Data Displayed (for Destination and Via Points)

In the top section of the screen you see information about the current route. These fields are continuously updated while this screen is open.

When you open the screen, all fields contain information on reaching your final destination. Tap any of the fields to see data on the via points starting from the first one through the final destination again.







6.6.1.1 Route Line

The upper part of this screen shows your planned route as a horizontal line. The point farthest to the left is the start of the route and the point farthest to the right is the final destination. You can see your via point flags along the line, spaced in proportion to their distance.

The blue (yellow at night) arrow representing your position will travel from the left to the right, giving you visual feedback of your journey.

When you reach a via point, it becomes the starting point of the route, the past will be deleted. The line with all the other via points will be modified instantly, and the arrow jumps back to the left.

When this Navigator needs to recalculate the route, the arrow will not jump back to the left as when reaching a via point, but it may drift a bit as the length of the new route may be different from the previous one.

When the data corresponding to the entire route is displayed in the fields below, the line is colored the same way as the route line shown on the map. When you see data that belongs to a via point, the route is colored only up to that via point. The rest of the line remains grey.

6.6.1.2 Distance Left

This value can also be displayed in one of the Route data fields on the Cockpit screen as 'Distance to destination'. This is the distance you need to travel on the route before reaching your final destination.

If via points exist, tap and tap again any of the fields to see the distance to reach the first, second, etc. via point.

6.6.1.3 Method

This fields shows how the route was calculated. It either displays the 'Route' or the 'Vehicle' field from the Route parameter settings. If you have chosen Car, Taxi, Bus or Truck, the type of route (Fast, Short or Economical) will be displayed here; if you have selected Emergency, Bicycle or Pedestrian, this information will be displayed here.

6.6.1.4 Time Left

This is an estimated value that can also be displayed in one of the Route data fields on the Cockpit screen as 'Time to destination'. It shows the time needed to reach the final destination of the route based on information available for the remaining segments of the route. The calculation cannot take into account traffic jams and other possible delays.

If via points exist, tap and tap again any of the fields to see the time needed to reach the first, second, etc. via point.

6.6.1.5 Estimated Arrival

This is an estimated value that can also be displayed in one of the Route data fields on the Cockpit screen as 'ETA to destination'. It shows the time needed to reach the final destination of the route based on information available for the remaining segments of the route. The calculation cannot take into account traffic jams and other possible delays.

If via points exist, tap and tap again any of the fields to see the estimated arrival at the first, second, etc. via point.

6.6.1.6 Destination / Via Point

This field shows the exact address (or its coordinates if the address is not available) of the final destination.

If a via point exists, tap and tap again any of the fields to see the address or coordinates of the first, second, etc. via point.

6.6.2 Warning Icons

The following 5 squares are normally grey. Some of them turn red and show a graphical symbol in case warnings are attached to the planned route. These are warnings, so icons always show information for the whole route, even if the data fields display values from your current position to a via point only.

Click on any of the icons to show its description.

A few samples of the available icons:



This icon shows that you need to pay toll on the recommended route.



This icon shows that the route contains highways. Tap the icon to see the total length of the highways in the recommended route.



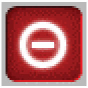
This icon shows that toll roads are included in the recommended route.



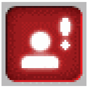
This icon shows that you need to board a ferry along the recommended route.



This icon shows that you need to pay for the ferry.



This icon is displayed when this Navigator could not plan a route with all your road type preferences respected. Sometimes it is impossible to find a suitable route near the start or the destination.



This icon warns you that this Navigator had to recommend a route that does not match all your preferences given at the Route Parameters setting.



The recommended route contains areas only accessible to pedestrians.



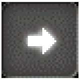
The recommended route contains unpaved roads.



The recommended route contains roads that require a permit or permission to enter.



Information - any other piece of relevant but not categorized information. Tap the icon to see the content.



Next page - displayed when more than 5 warnings apply for the recommended route.

6.6.3 Fit to Screen

Tap this button to display an overview of the whole recommended route. You will jump to the Map screen with a 2D North-up view so that you can check where the route takes you.

6.6.4 Parameters

This button opens the Route parameter settings screen (7.4) otherwise opened from the Route menu (6.7.3).

6.7 Menu

Tapping this button brings up a menu that allows you to access some of the most frequently used functions of this Navigator.

6.7.1 Find Tab

This first page of the Menu is Find tab. It lets you select a destination without first having to locate it on the map. The Find menu will be described in detail later in 8.3.



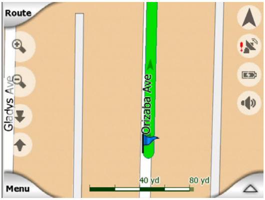
6.7.2 Quick Tab

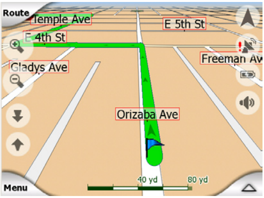
This provides quick access to some configurable options.



6.7.2.1 3D Map

When the green light is on, the map shows a perspective view. When the green light is off, the map is displayed in a conventional top-down view. This 2D view is also the end of the tilt range, so tilting the map up can also access it. Conversely, 3D mode can be switched on by tilting down in 2D mode. Map view modes are described in 6.3.1.





NOTE:

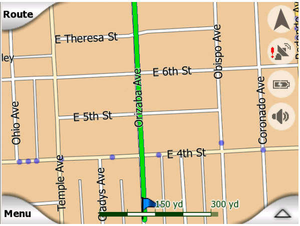
When you reach 2D view by tilting the map, Smart Zoom will tilt the map as you press the Follow button or it disappears after the time out (set in Advanced settings) expires. Use the 3D Map toggle to permanently switch to 2D view.

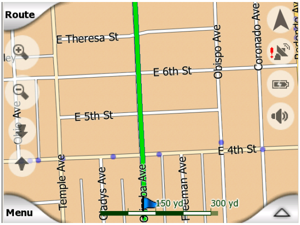
If the map is zoomed out so that the view angle is automatically raised to a top down view, this button will have no immediate effect. When you zoom back in, the view angle will or will not change according to the new state of the button.

6.7.2.2 Zoom & Tilt (Switch)

When the light is on, additional transparent buttons (6.5.2 and 6.5.3) appear on the left side of the map screens for zooming and tilting

The Tilt buttons appear only at higher zoom levels. If you zoom out, they disappear.

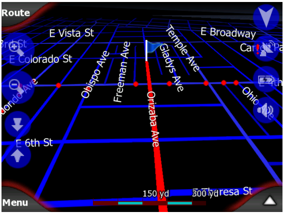




6.7.2.3 Night Mode (Switch)

Turn on or off the night colors to override the automatic color scheme switching.





NOTE:

Using this option turns off the Automatic Night Colors feature. You need to re-enable it at the General settings screen (7.1) to have the colors change automatically again.

6.7.2.4 Manage POI (Points of Interest)

Here you can set all the parameters of POIs that you have created and the visibility of the built-in POIs that come with the map.

Manage Built-In POI Visibility

The maps in this Navigator come with a huge number of POIs. Displaying all of them would make the maps too crowded. In order to avoid that, you can decide which POI groups to show and which ones to hide on the map. This Navigator has a multi-level POI category system. You can set the visibility of the top two levels. All levels below that will be shown or hidden according to their respective category (i.e. you can set the visibility of Gas Stations in the Services category, but all brands listed under that will either be shown or suppressed together).



Groups shown with a tick mark are visible on the map; groups without a tick mark are hidden, while the ones shown with a pale tick mark have some of their subcategories shown and some others hidden. If you highlight any of the POI groups by tapping them, the button in the bottom left corner will become Show if the POI group is hidden, or Hide if the group is shown or partly shown.

TIP:

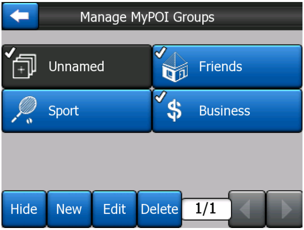
To make a partly shown group fully shown, tap this button twice. First you will hide the whole group, and then you will have it displayed with all its subgroups.

Tapping again the highlighted POI group (except for My POI - described later) opens the list of subcategories of that group. Here you cannot see partly shown subgroups, as visibility can only be set for the top two levels of categories. Showing and hiding a subgroup is done the same way as for the main groups.



Manage My POI

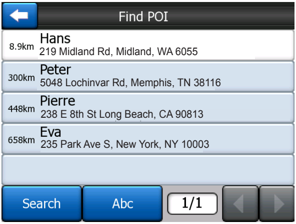
By highlighting then tapping again the My POI switch on the Manage POI main screen, you can manage the POI groups and items that you have created.



NOTE:

The group Unnamed only appears if you have previously saved a POI item without creating a new POI group for it.

Tapping any of the group names will open a list of POIs saved in that group. This list is similar to the list of POI results in Find. The POIs are ordered based on their distance from your current position. If GPS position is not available or you have disabled Follow-to-Position by tapping the map, the POIs will be ordered by their distance from the Cursor.



When the My POI Groups are displayed, you have the following options:

Show/Hide

Similarly to built-in POIs, you have the possibility to show or hide all POIs of the selected category on the map. Groups with a tick mark are displayed; all other groups are hidden.

New

You can create a new My POI group by tapping this button. You need to select an icon, a name, and the maximum zoom level at which the POI is still visible on the map (provided you let the POI group be displayed at all). You do not necessarily need to create POI groups in advance. You can do it while saving a new POI.

Delete

You can delete any of your previously saved My POI

groups. This will delete all POIs in that group. This Navigator will ask you to confirm this action.

Edit

You can edit the attributes (name, icon, visibility level) of a previously created My POI group.



Left / Right Arrows

If your groups fill several pages, these buttons will let you browse through them. The green field to the left of these buttons show the current page number and the number of pages.

When the list of My POIs is displayed, you have the following options:

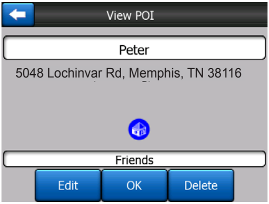
Search

You can shorten the list of matching POI items by filtering. Just like in Find, enter a few letters of the desired POI name. When the number of matching items can fit in one page, this Navigator will automatically display the list. If you tap Done any time before this happens, you receive the list of matches on multiple pages.

ABC/Distance

By tapping this button you can have the POIs sorted in alphabetical order. Tapping again will return to the distance based order.

When you tap on any of your POIs in the list, you will open a new window with the details of the selected POI.



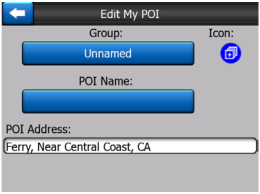
Here you have the following options:

OK

If you tap this button, the map screen returns with the selected POI in the middle.

Edit

You can edit the attributes (name, icon and group) of the selected POI.



Delete

You can delete any of your previously saved POIs. This Navigator will ask you to confirm this action.

6.7.2.5 Popup Information (Switch)

When this feature is enabled, tapping the screen (activating the Cursor, a radiating red dot) on either of the map screens also opens a pop-up box with the selected street name, house number and the name of the nearby POIs, if any.

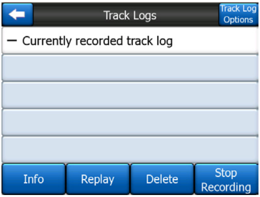


TIP:

Tapping one of the blue Information icons behind the POI names shows the details of the appropriate POI item.

6.7.2.6 Manage Track Logs

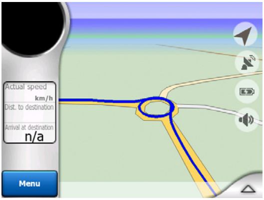
Using this Navigator, it is also possible to save the track logs of your journeys. This screen lets you manage all your track logs. When it comes up, it shows a list of all track logs already saved.



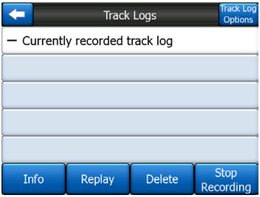
The original name of a track log is the date and time when it was recorded. You can change their name to something more meaningful if you wish.

Each track log has a color, shown to the left of its name when the track log is visible on the map. If the track is not visible, an underscore character is shown here. Tapping the line of the highlighted track log will toggle between showing and hiding that log. The track log will

be drawn on the map using the color next to its name.



When a track log is being recorded, a new line appears in this list with an underscore, as newly recorded track logs are not shown in the map normally.



TIP:

If you wish to see the track log currently being recorded, highlight its line then tap again to make it visible.

In this screen you have the following options:

Record

This will initiate track log recording. A new line appears in the list, and GPS position data will be saved until you stop the recording or exit this Navigator. A red icon (6.5.12) is shown on the map screens to let you know that a recording is in progress. Tapping that icon opens this Track Log screen.

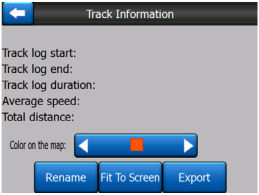
Stop Recording

If recording is in progress, this buttons stops it.

Info

This button opens a screen that shows the track log details, and lets you:

- Change the name of the track log (Rename button),
- Change the color of the track log (Color on the map selector),
- Have it displayed on the map (Fit to screen button)



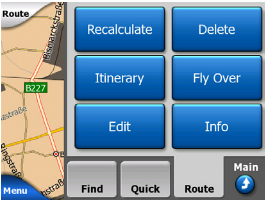
Replay

Push this button to see a simulation of the saved track

log on the map. A green icon (6.5.12) will appear on the map screens to let you know it is a simulation only.

6.7.3 Route Tab

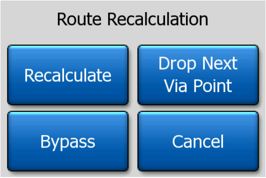
This menu contains options to manage different settings in the program.

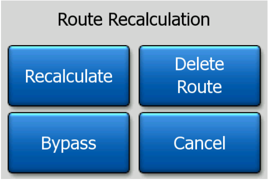


6.7.3.1 Recalculate

This menu point is only available if an active route exists and GPS position is present.

It brings up a menu with four options. Using one of these functions you can modify the current route.





Recalculate

This function repeats the route calculation based on the previous setting. This possibility is typically used when automatic off-route recalculation is disabled. However you may consider using it when you travel on a road parallel to that recommended by the route. In this case this Navigator may not recalculate the route for some time, but you can force recalculation here. This is also the button you will most frequently use when the window appears automatically, provided that the manual route recalculation is set in 7.1.5.

Drop Next Via Point / Delete Route

You can modify the route to skip the next via point if you decide it is no longer needed. For example, you may have added the via point only to influence the route but you do not want to actually reach it; or you have

already almost reached it, and this Navigator still keeps on navigating towards that point. When there are no via points left (only the destination), the name of this button turns to Delete Route, and it cancels the navigation.

Bypass

When you run into a traffic jam or roadblock, you may want to have this Navigator calculate a route that departs the original route as soon as it can. You will need to select the minimum distance along the original route where your new route is allowed to rejoin the original route. Select the one you feel appropriate for the traffic difficulty you face.



NOTE:

This function is to give you an alternative for the next section of the recommended route. To change later parts of the route or to avoid specific streets or turns, use the Avoid function in Itinerary instead (6.7.3.3).

When you use this feature, this Navigator will keep on excluding the same part of the map from later routes until you manually delete the route (6.7.3.2), or restart this Navigator.

Cancel

This option returns directly to the map screen without recalculating the active route. If you choose this option when manual route recalculation is configured in 7.1.5, navigation stops and will be activated again when you are back on your original route.

6.7.3.2 Delete

Tap Delete to erase the active route along with all its route points (start, via points and destination). If you later decide that you need the same route again, you will have to rebuild it from scratch. This Navigator will warn you before deleting route data.

This function has a special role if you have used the Avoid feature during your journey. When you arrive at your destination, the route line disappears on the

map and navigation stops. The route is now practically deleted, but if you plan a new route, the roads, maneuvers and areas excluded from your route will also be avoided when planning the new route. Tap Delete to completely delete your previous route together with its Avoid restrictions.

NOTE :

When a POI item is used as a route way point, deleting the route will not delete the POI item itself, just its role in the route.

6.7.3.3 Itinerary

This function opens the itinerary (route event list) of the active route. The Itinerary has three different display modes and two functions.

Display Modes

Display modes are different only in the number of events displayed in the list. List items are always shown with all information available including pictograms of the needed action and distance of the event from the previous list item.

The literary is live and constantly updated when navigating a route. The list item coming next in navigation is the highlighted one until you highlight another one by tapping it. After that, the highlight remains on the item you have selected.

Detailed Instructions

This is the list displayed when Itinerary is opened. It is the list of events in full detail. All significant junctions are shown in the list, even ones to be passed.

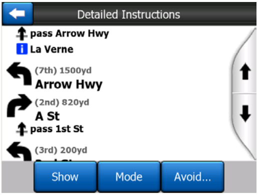
Instructions

By tapping the Mode button once you will see the list of events that need your attention, i.e. the list of maneuvers during the route. These are the events shown in the Turn preview field and announced by the voice instructions.

Route Summary

Tapping the Mode button again will show an overview of the route that contains only the significant roads and intersections.





Show

Tap this button to see a highlighted list item on the map. This will help you identify route events in the list.

Avoid

Tap this button to show a list of possibilities for modifying the route. They let you recalculate the route avoiding the highlighted event and sometimes also some of the subsequent ones.



- **Maneuver :** This option avoids the highlighted action. For example if you find a turn too difficult during rush hour traffic, this Navigator will recalculate the route excluding that turn. If the next street is important in the route, it is likely that this Navigator will replace the turn with several easier ones to get to the same street.
- **Road :** When you exclude a road, this Navigator will calculate a route that does not use that road. It is useful when you anticipate a traffic jam in a street used in your route, or a roadblock is announced on the radio, and you find that road in your itinerary.
- **Distance :** You can also find some distance buttons in this list. They are similar to the ones in the Bypass list of the Recalculation menu (6.7.3.1), but these can also be used for distant parts of the route.

NOTE :

You do not need to open the Itinerary if you run into a roadblock or traffic jam. To get an immediate alternative route use the Bypass function of Recalculate (6.7.3.1).

When you use this feature, this Navigator will continue excluding the same part of the map from later routes until you manually delete the route (6.7.3.2), or restart this Navigator.

6.7.3.4 Fly Over

This feature has no navigation function; it merely provides a quick view of the route. It will present a simulation of the route showing what you will see later when navigating.

Lifelike Simulation

Tap the Fly Over button.

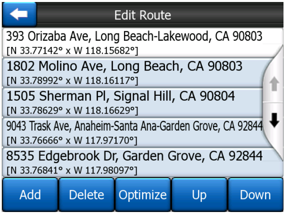
In this mode the simulation is run at normal speed (using the speed limit of the streets and roads in the route), and voice instructions are also played.

This mode is mainly useful for demonstrating this Navigator, or to learn the way it works before your start your first journey.

Tap anywhere on the screen to stop the simulation.

6.7.3.5 Edit

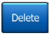
Tap Edit to see the list of all points used in the route. The first item in the list is the departure point of the route without a valid GPS position, the last reached via point if you opened the list during navigation, or the point where this Navigator most recently recalculated the route. This means the list is permanently updated, and via points drop out during the journey. The last item in the list is your final destination.



Use the arrows on the right to browse through the list and tap any line to highlight it. You can perform the following operations:



Add : You can add a new route point (or a new final destination if the highlighted item is the last one in the list) after the selected point. The Find menu opens automatically to let you search for an address, POI, coordinates, one of your favorite destinations, or selects a point from the History list. As soon as you select any of these, this Navigator returns to the Edit screen and your selection appears right under the highlighted line.



Delete : You can delete the selected point from the list. If the highlighted item is the last one in the list, the previous via point will be promoted to be the final destination.



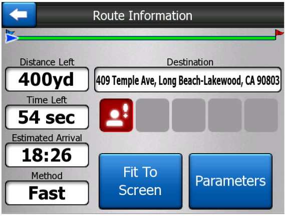
Optimize : You can optimize the order in which you will drive through the via points, if there is no specific order you would like to keep. When tapping this button, this Navigator reorders the list instantly to save you time and fuel. Optimization is for via points only. Your starting point and destination remain in their positions, of course.



Up and Down : Using these buttons you can reorder the list by moving the highlighted item up or down in the list.

6.7.3.6 Info

This button opens the Route Information screen described in 6.6. This screen shows information about the current route and has a few additional options to check and modify your active route.

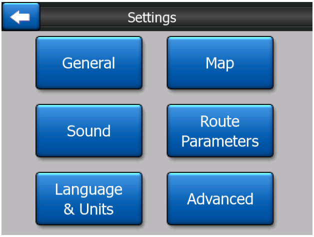


6.7.4 Main Button

The Main button at the bottom right corner leads to the Main menu screen described in 6.1.

7 Settings

This Navigator provides several settings in order to let you customize the functions of the program. The Settings screen can be accessed directly from the Main menu screen (6.1) and from the map screens by using the battery icon (6.5.10), while some of its sub-screens are accessible from other parts of the program.



7.1 General Settings

These are the basic settings of this Navigator.



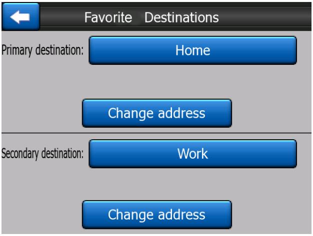
7.1.1 Safety Mode

Safety Mode will disable the touch-screen above 10 km/h (6 mph) to keep your attention on the road.

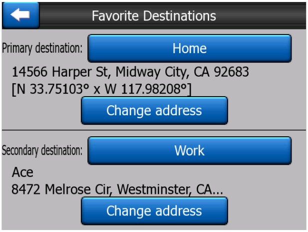
When you disable Safety Mode, this Navigator will warn you.

7.1.2 Set Favorite Destinations

You can select two of your most frequent destinations to be your favorites (8.3.5). You can start navigating to either of them by only two taps on the screen. The original names of these points are Home and Work.



You can rename them and specify their locations. To determine the location you can use the same Find menu options (8.3) as for a route destination, and depending on that choice and the information available, the location will be shown here as a street address, a latitude/ longitude position, or both.



NOTE :

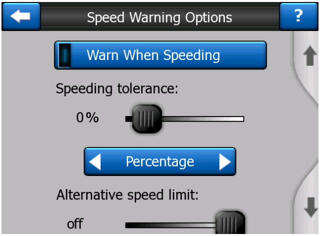
If you tap either of your favorite destinations in the Find menu (8.3.5) before defining it, this Navigator will offer to take you to this screen to set it up.

7.1.3 Automatic Night Colors

Using the automatic night mode, this Navigator will change between the day and night color schemes a few minutes before sunrise and a few minutes after sunset based on the time and location information provided by your GPS. Once you set a permanent color scheme in the Quick menu (6.7.2.3), this automatic mode turns off. If you need this Navigator to switch between colors for you again, you need to re-enable this feature.

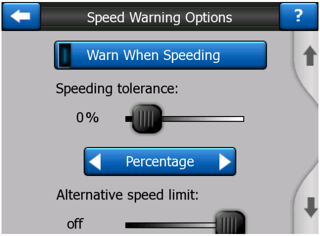
7.1.4 Alerts

Tap this button to enable and fine tune user alerts. A new window opens with the options.



7.1.4.1 Warn When Speeding

Maps may contain information about the speed limits of the road segments. This Navigator is able to warn you if you exceed the current limit. This information may not be available for your region (ask your local dealer) or may not be fully correct for all roads in the map. This setting lets you decide whether you want to receive the warnings or not.



Speeding Tolerance

This Navigator will warn you when you exceed the speed limit by the amount specified here. Select whether you want to specify the tolerance as a Fixed value (offset to the speed limit) or as a Percentage.

The slider will change depending on which mode you have chosen.

Both positive and negative values can be given in either offset or percentage mode.

Alternative Speed Limit

If the speed limit of the current road segment equals or is above this limit, the speed warning will use the alternative tolerance instead of the previous one.

Move the slider to its rightmost position to turn off the alternative speed warning. Then the settings of the upper slider will determine the warning for all roads.

Alternative Speeding Tolerance

If the speed limit of the current road reaches the value set at Alternative speed limit, this setting will replace the basic one set at the top of this screen. The slider and the selector works exactly like the basic ones described in 7.1.4.1.

EXAMPLE :

To let you better understand how this feature works, here is an example. If you use the setting on the left (portrait) screen (example: +10 km/h --- 100 km/h --- +5%), this Navigator will warn you when driving at the following speeds:

Speed limit	Warning at
40 km/h	50 km/h (=40km/h+10km/h)
60 km/h	70 km/h (=60km/h+10km/h)
90 km/h	100km/h (=40km/h+10km/h)
100 km/h	105km/h (=100km/h+5%)
120 km/h	126km/h (=120km/h+5%)
160 km/h	168km/h (=160km/h+5%)

7.1.5 Route Recalculation

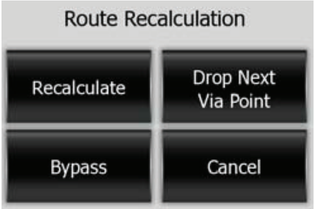
Once a route is planned, this setting will tell this Navigator what to do when you deviate from that route.

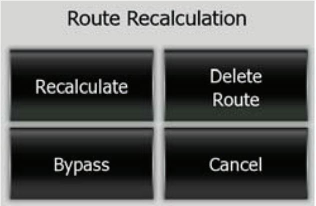
7.1.5.1 Automatic

The route will be recalculated automatically a few seconds after you go astray.

7.1.5.2 Ask First

This Navigator can also ask your preference each time you leave the planned route. The route will not be recalculated until you make your choice from the menu that automatically appears.





Your options are:

- **Recalculate :** This Navigator will recalculate the route with the previous settings. The result is the same as if Automatic recalculation was selected.
- **Drop Next Via Point / Delete Route :** This Navigator will remove the next via point from the list and recalculate the route without it. If you have only one target left, the label of the button will be Delete Route, and it will end navigation.
- **Bypass :** if you have deviated from the original route because of a traffic jam or roadworks, you can instruct this Navigator to avoid the original route for a specified distance.
- **Cancel :** you can exit without recalculating the route. Navigation stops and will be activated again when you find your way back to the original route.

7.1.5.3 Disabled

If you stick to the original route, and you wish to get back to it on your own, you can disable recalculation. This way guidance will stop until you return to the recommended route on your own.

7.2 Map Settings

You can set a few parameters determining the appearance of the maps in this Navigator.

7.2.1 Day / Night Color Profile

This Navigator comes with different color schemes for both day and night use. There is always one selected daytime scheme and one selected night-time scheme. This Navigator uses these when switching from day to night and back.

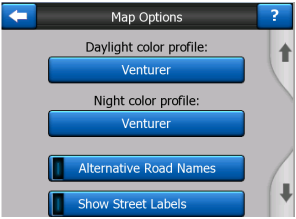
Tap the appropriate button and select a new scheme from the list.

7.2.2 Alternative Road Names

Some highways have an international name or number for foreign travelers. You can decide whether to show only the local name or both.

7.2.3 Show Street Labels

You can set whether or not to see the names of the streets and the POI icons on the map when driving. Based on the current zoom and tilt levels, street names are displayed either aligned with the street or



on signposts embedded into the streets (6.3.4). If you switch these signs on, it will be easier to recognize your location on the map. If you turn them off, it will be easier to see the road layout.

NOTE :

You can only disable street names and POI icons if this Navigator follows your position. As soon as you move the map and the Lock-to-Position (6.5.4) is disabled, street names and icons become visible again. Tap Follow to re-enable Lock-to-Position and have the labels and icons disappear again.

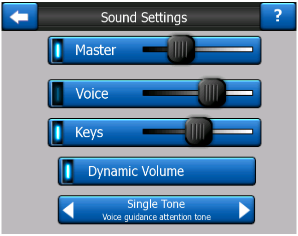
7.2.4 Textured Polygons

Enable textured polygons, and have rivers, lakes, forests and other large objects displayed in a more realistic and attractive way on the map.

Disabling it will lead to uniform areas but better performance for old PNA devices with a slow processor. See 6.3.5.

7.3 Sound Settings

Settings on this page determine the way this Navigator sounds.



NOTE :

The Mute function (6.5.11) accessible from the map screens override the settings on this screen. When this Navigator is muted, all sounds disappear. These settings will not be changed; only the output will be muted temporarily.

7.3.1 Master Sound Volume / Switch

The loudness of this Navigator is independent of your PNA settings. When you run this Navigator, the position of this fader determines the device volume level. When you exit the program, the device settings return.

The left part of this control works as a mute button. Tap to mute all Navigator sounds.

This works in tandem with the Mute button (6.5.11) on the map screens. Switching one of them will change the status of the other.

7.3.2 Voice Guidance Volume / Switch

The switch on the left can turn on or mute this Navigator's audible guidance. When turned on, the slider on the right will adjust the loudness of voice prompts. In its leftmost position the voice guidance is suppressed; in its rightmost position the master volume applies.

7.3.3 Key Sound Volume / Switch

The switch on the left can turn the key sounds on or off. Key sounds are audible confirmations of either pressing hardware buttons or tapping the touch screen. When key sounds are turned on, the slider on the right will adjust their loudness. In its leftmost position the key sounds are suppressed; in its rightmost position they are played at the master volume level.

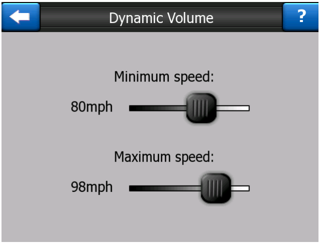
NOTE :

The sound effects of this Navigator are context sensitive. They will be different if, for example you open or close a window, or you enable or disable a setting. It will even let you know if you have entered enough letters of a street name to have a short list of matches on the screen.

7.3.4 Dynamic Volume

When driving at high speed, the noise in the car may be too loud to clearly understand the voice guidance messages and perceive the key sounds. Using Dynamic Volume you can instruct this Navigator to increase the volume to its highest level when your speed exceeds a certain minimum and macimum speed (determined by the Master volume slider in sound settings).

Tap the Dynamic volume button to turn on the feature. This will also open the screen where you can set the minimum and maximum speeds.

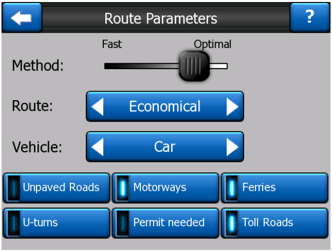


7.3.5 Attention Tone

If this is set to Disabled, the voice guidance will sound without a preceding attention tone. Setting it to Single Tone will initiate a single attention tone before the instructions, while Double Tone will use a double tone.

7.4 Route Parameter Settings

This is a very important page. Settings here determine how routes will be calculated. This screen is directly accessible from the Route Information screen (6.6).



7.4.1 Method

Use the handle to set the speed of the route calculation. In the leftmost position the route may not be optimal but the calculation will be very fast. Sliding it to the right will result in more accurate routing in an increased amount of time.

NOTE :

Since this Navigator calculates routes very quickly, the position of this slide is only used for long routes. Short routes are always calculated to give you the optimal result independent of the slider.

7.4.2 Route

Here you can choose from three different route types.

7.4.2.1 Fast

Choosing Fast will result in the quickest possible route, given that you can travel at or near the speed limits on all included roads. This is usually preferred for fast and normal cars.

7.4.2.2 Short

Choosing Short will result in a route that has the smallest total distance of all possible routes between the given points. This is usually preferred by pedestrians, cyclists or slow vehicles.

7.4.2.3 Economical

This setting is a wise combination of the previous two. Although basically going for the fastest solution, if there is another route taking a bit more time but a lot less distance compared to the quickest one, this Navigator will choose this one instead to save fuel.

7.4.3 Vehicle

You can set the type of vehicle you will use to navigate the route. Based upon this setting, some of the road types will be excluded from the route (e.g. motorways for pedestrians), or some of the restrictions may not be taken into account (e.g. emergency vehicles have no restrictions).

Furthermore, when Bus or Truck is chosen, the program assumes that high speeds cannot be achieved, and this information is taken into account when calculating the route, the estimated time enroute (ETE), and the estimated time of arrival (ETA).

Available values:

- Car
- Taxi
- Bus
- Truck
- Emergency
- Pedestrian
- Bicycle

7.4.4 Road Types to Include / Exclude

To let the route fit your needs you can also set which road types are to be considered or excluded from the route if possible.

NOTE :

Excluding a route is a preference. It does not necessarily mean total prohibition. If your destination can only be accessed using some of the excluded road types, this Navigator will use them but only as much as necessary. In this case a warning icon will be shown on the Route Information screen (6.6), and the road not matching your preference will be displayed in an alternate color on the map.

7.4.4.1 Unpaved Roads

Unpaved roads are excluded by default, as they can be in a bad condition and you usually cannot reach the speed limit on them.

7.4.4.2 Highways

When driving a slow car or towing another vehicle, you may prefer not to take highways.

7.4.4.3 Ferries

The accessibility of temporary ferries is not necessarily included in the map data. Furthermore you may need to pay fare, so you may consider disabling them from the preset enabled status.

7.4.4.4 U-turns

Although displayed amongst road types, this is a type of action. Most drivers prefer to replace them with a few normal left and/or right turns in the next few junctions, so it is disabled by default.

Turning back on dual roadways is not considered a u-turn.

NOTE :

If you are not totally against u-turns, leave them on, and add a certain penalty (equivalent extra distance to travel) in Advanced setting Route options (7.6.4).

Via points are handled as stopovers with regards to u-turns. It means disabling u-turns on this page will avoid u-turns during the entire route if possible, but when reaching a via point, the following part of the route may be planned starting in the opposite direction.

7.4.4.5 Permit Needed

To use some roads or enter some areas you may need a special permit or permission from the owners. These roads are excluded from your routes by default. Use this switch if your vehicle is authorized to enter.

7.4.4.6 Toll Roads

Toll roads are included in your routes by default. If you wish to travel more to avoid paying a toll, disabling them will make this Navigator plan the best toll free route for you.

NOTE :

You have a few more ways to influence routing and route recalculation in Advanced Settings Route Options (7.6.4).

7.5 Language and Navigators

Here you can set the languages, measurement Navigator, and date and time formats used by this Navigator.

7.5.1 Program Language

This button displays the current written language of the program. By tapping the button you can select from a list of available languages. This Navigator will have to be restarted if you change this setting. This Navigator will ask for confirmation before it restarts.



7.5.2 Voice Language

This button shows the current language of the voice guidance. By tapping the button you can select from a list of available languages and speakers. Tap any of these to hear a sample voice prompt. Tap OK when you have selected the new spoken language.

NOTE :

If English is selected, there are two options available for the voice language. One option provides turn-by-turn driving instructions, the second option provides text-to-speech (TTS) information, otherwise know as spoken street names.

7.5.3 Navigators

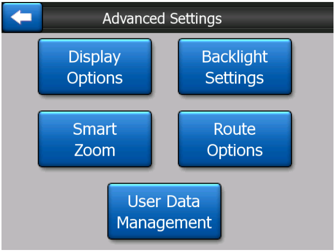
You can set the distance Navigators to be used by the program. This Navigator may not support all of the listed Navigators in some voice guidance languages. If you select a measurement Navigator that is not supported by the chosen voice guidance language, you will see a red warning message under the selector.

7.5.4 Set Date and Time Format

You can set the date and time format displayed by this Navigator. Various international formats are available.

7.6 Advanced Settings

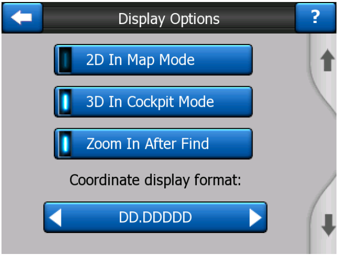
These screens let you set a large number of different advanced settings and initiate some special functions. These settings and functions are divided into groups.



Tap on any button to set the corresponding parameters. They all open new windows where you can make your desired changes.

7.6.1 Display Options

These settings determine how this Navigator displays different content elements or how it presents the screens.



7.6.1.1 2D in Map Mode (and North-up Orientation)

The normal use of the Map mode is to browse the map and look for different places on it. It is usually done in a top down view having north towards the top of the map. By default this Navigator uses the same look for the map in both Map and Cockpit modes.

Use this switch to instruct this Navigator to always open the Map mode in 2D with North-up orientation for map browsing purposes.

NOTE :

You will still have the possibility to rotate and tilt the map, but the map will return to 2D mode whenever Map mode is started.

7.6.1.2 3D in Cockpit Mode (and Track-up Orientation)

The normal use of Cockpit mode is cruising or navigating, when the road lying in front of the driver is the most important part of the map. It is usually done in a 3D view with the current direction towards the top of the map. By default this Navigator uses the same look of the map in both Map and Cockpit modes.

Use this switch to instruct this Navigator to always open the Cockpit mode in 3D with Track-up orientation (automatic map rotation) for driving purposes.

NOTE :

You will still have the possibility to switch the map to 2D view or north-up orientation, but the map will return to 3D mode with map rotation whenever Cockpit mode is started.

7.6.1.3 Zoom in After Find

When this switch is turned off, this Navigator will center the map to the location selected in Find but will not change the zoom level. If you turn this switch on, this Navigator will also zoom in to the selected point.

The zoom level in this case depends on the type of object you have searched for. For example in the case of a city search, the zoom level will show you the whole city or at least a significant part of it around its center. Selecting POI, an intersection or an exact address will give you a closer look with only a few streets on the display.

7.6.1.4 Coordinate Display Format

Positions are sometimes displayed with their addresses, and sometimes with their coordinates. This setting lets you choose between displaying coordinates in degrees (dd.dddddd); degrees and minutes (dd mm.mmm); or degrees, minutes and seconds (dd mm ss.s).

NOTE :

The coordinate display mode is independent from the coordinate input in the Find menu. You can use all three formats freely on the coordinate input screen.

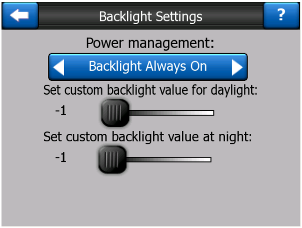
7.6.1.5 Cockpit Screen Layout

The content is fixed in Cruise mode (when there is no active route), but for Navigation mode you can change the content on this screen. The available values are listed in 6.5.15.

7.6.2 Backlight Settings

Here you can set how the display backlight behaves when using this Navigator.

These settings are independent of the settings of the other applications of PNA.



7.6.2.1 Power Management

At the top of the screen you can set how the backlight will behave when the screen has not been touched for a while.

Backlight Always On

You can choose to have the remain on.

Smart Power Save

You can also initiate this special feature of this Navigator. Smart power save will light up the screen only when you press or tap a button, or if this Navigator has something to show you. After a few seconds the light level decreases, and after aonther few seconds the backlight turns off. This helps you achieve a longer battery life.

7.6.2.2 Brightness

You can set the backlight level separately for both day and night modes, thus enhancing the effect of the night color scheme.

The values are between 0 and 99, where zero means there is no backlight at all, and 99 represents the maximum backlight value.

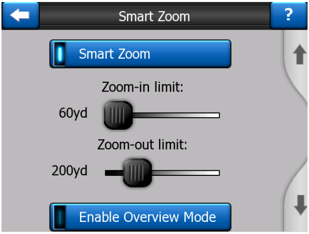
7.6.3 Smart Zoom

Smart Zoom is more than just a usual automatic zoom.

While Navigating a Route : When approaching a turn, it will zoom in and raise the view angle to let you easily recognize your maneuver at the next junction. If the next turn is at a distance, it will zoom out and lower the view angle to be flat in order to let you see the road in front of you, or it can even switch to an Overview mode to let you follow your position on the map.

While Cruising : If there is no active route and you are just driving, Smart Zoom will zoom in if you drive slowly and zoom out to the limit set here when you drive at high speed.

These automatic features can be personalized on this screen.



7.6.3.1 Smart Zoom Settings

You can set how close Smart Zoom can zoom in when approaching the next turn (Zoom-in limit), and the maximum zoom level to zoom out when the next turn is further away (Zoom-out limit). The default values are set to be optimal in most cases.

7.6.3.2 Enable Overview Mode

You can configure how the Overview mode is triggered when the next turn is at a distance.

The Route event distance will determine when this Navigator switches to the Overview or back to the Navigation view.

The Overview zoom level will determine the fixed zoom level of the map in both automatic and manually selected (by the Map orientation icon -- see in 6.5.8) Overview modes. You can change the zoom level manually at any time (the Follow button will not be displayed), but when you enter the Overview mode again, the zoom level will be reset to this value.

You can also move the map in Overview mode. Then the Follow button will appear, and when pushed, it will move the map to have your current position in the middle again.

NOTE :

When this automatic feature is disabled, you can still enable the Overview mode manually as described in 6.5.8.

7.6.3.3 Restore Lock-to-Position and Smart Zoom

As already mentioned, you can move, tilt and zoom the map during navigation. In these cases a Follow icon (6.5.4) appears on the screen.

When you tilt or zoom the map, that part of Smart Zoom is automatically deactivated. The map will still follow your position, but will not change the view parameter you have modified. You can return to the full Smart

Zoom mode by tapping the Follow button.

If you move the map, all parts of Smart Zoom become deactivated, and the view freezes. Tapping the Follow button makes this Navigator follow your position again (Lock-to-Position) and also re-enables Smart Zoom.

You can make this Navigator push the Follow button for you automatically after a few seconds of inactivity.

This functionality and the related parameters below apply to the Cockpit screen only. The Map screen will wait for your action.

Restore Lock-to-Position

Turn this switch on if you want this Navigator to return to your current GPS position after you have moved the map during navigation. This is useful if you have moved the map accidentally, or if you have moved it to quickly check something near your route.

After a certain timeout set below, the Follow button disappears, and the map immediately jumps back to show your current position.

Restore Smart Zoom

Use this switch if you want this Navigator to re-enable Smart Zoom after zooming, tilting or rotating the map during navigation. This is useful if you have changed the view accidentally, or you modified it to quickly check something near your route.

After a certain timeout set below, the Follow button disappears , then Smart Zoom changes the view back for navigation. Unlike with Restore Lock-to-Position, the view changes smoothly.

NOTE :

Smart Zoom can only be re-enabled when it is activated at the top of this page. With Smart Zoom turned off, the Follow button will not appear, nor will the view return to its previous state if you zoom or tilt the map.

Delay Before Restoring

You can set the timeout for both Restore Lock-to-Position and Restore Smart Zoom here. Shorter delays are best if you tend to accidentally change the map display, but you may prefer a longer delay if you often look for things around your position while driving.

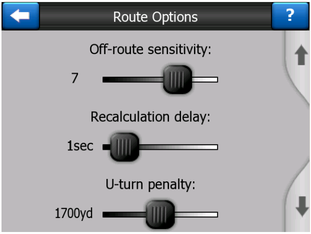
Remember to only look at the display if it is absolutely safe to do so.

NOTE :

If you push the Follow Button before the automatic Lock comes into effect, Smart Zoom and Lock-to-Position will be re-enabled instantly.

7.6.4 Route Options

You can set the basic route parameters on the Route Parameter settings screen described in (7.4). On this screen you have more ways to influence route planning and route recalculation.



7.6.4.1 Off-Route Sensitivity and Recalculation Delay

Depending on the quality of your GPS device, the GPS antenna location in the car and the environment you are driving in, route recalculation can behave differently. This navigator may think you have departed the proposed route and perform a recalculation even if you have not done so.

When the GPS reception is poor (e.g. Driving in an urban environment amongst many tall buildings), occasional wandering (called position fluctuation) of the calculated GPS position is likely. Although this Navigator employs a sophisticated Follow-on-Road system that will mostly suppress these position errors by aligning your position to the recommended route and the road network of the map, sometimes the errors are too large to correct.

To reduce the effect of large errors, you can increase the recalculation tolerance two ways.

Off-Route Sensitivity

This is a range of relative values from 0 to 10, telling this Navigator how far the GPS position should be from the recommended route before the program decides to recalculate. Lower values make this Navigator insensitive to position errors; higher values will result in quicker reactions.

Recalculation Delay

This is a setting that helps suppress the effects of position fluctuation. With a few seconds delay in recalculation even large position jumps can be tolerated without a need for route recalculation.

7.6.4.2 U-turn Penalty

You can fine-tune the way this Navigator takes u-turns into account when planning a route. You can tell this Navigator how much extra distance you would travel to avoid a u-turn.

NOTE :

This value is taken into account only if U-turns are enabled in Route parameters (7.4.4.4).

7.6.4.3 Cross-Border Planning

By default this Navigator plans routes using the border crossing points. However, if you live near the border, you can disable border crossing with this switch to remain within one country.

7.6.4.4 Carpool Lanes

Your can instruct this Navigator to use carpool lanes when planning routes.

7.6.4.5 Keep Position on Road (Lock-on-Road)

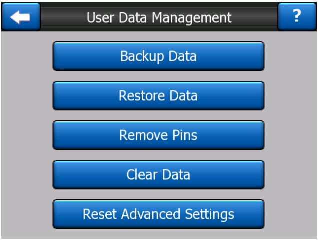
This Navigator is normally used for vehicle navigation, therefore Lock-on-Road will display the position arrow precisely over roads, seamlessly correcting small GPS errors. For pedestrian use you may consider disabling Lock-on-Road to make this Navigator always show your exact position.

NOTE :

By turning off Lock-on-Road you also turn off the GPS position error searching. The position shown on the map will be subject to all position errors and position fluctuations.

7.6.5 User Data Management

Everything that was saved (pins, My POIs, Favorites, track logs etc.) or modified (Settings, History lists) since this Navigator was manufactured is stored in a user database located in the RAM of the PNA device. Here you have options to save, restore or reset the database or parts of it.



7.6.5.1 Backup Data

You can make a safe copy of the whole user database on the memory card.

Tap this button to copy all user data to the memory card. The backup is always created with the same file name; so backing up data will always overwrite previous backups.

TIP :
If you wish to keep more versions of the user database, or you wish to save one particular state (e.g. saved POIs and track logs of your holiday), look for the backup file on the Memory card, rename it, or save it to your PC.

If you move to another PNA, before removing the card from the old one, make a backup, remove the card and insert it into the other PNA. Let the automatic setup run, then return to this Settings page, and push the Restore Data button as described in the next section. This Navigator will then restart, and all your previous POIs, track logs, settings, city and find history lists will also appear on the new PNA.

7.6.5.2 Restore Data

If you have accidentally deleted things, or you have created a number of temporary items and you do not wish to delete them one by one, you can tap this button to restore the state of this Navigator to the latest backup.

By tapping this button you will lose all of the changes made since the time of the latest backup. This Navigator will warn you about this before overwriting the current database with the backup.

7.6.5.3 Remove Pins

Normally pins can be deleted one by one. Since they are shown at all zoom levels, and you may end up having too many of them, this button lets you delete all of them together. This Navigator will warn you that you are about to lose all your pins.

7.6.5.4 Clear Data

This button will delete all user data. It is a reset to factory settings. Tapping this button means you lose all your saved data and customized settings. This Navigator will warn you about this.

7.6.5.5 Reset Advanced Settings

There are a multitude of advanced settings in this Navigator. Some changes may cause this Navigator to behave in an unsatisfying manner. Tap this button to restore the default settings.

8 Find

One of the most frequently used functions of this Navigator is selecting the destination. Once you have the destination, you can start navigating. Getting to this point should be as fast as possible. This Navigator provides you with a versatile search engine designed to find your chosen destination after only a few taps on the screen.

NOTE :

If you select a location in any part of the Find system, you will normally drop back to the map screen, where you will have several possible actions (set as start, set as destination, add as via, continue route with, mark with a pin, or add as a POI item). However, if you enter the Find system using the Find & GO button, this Navigator will immediately put you into Cockpit mode and start navigation.

8.1 Find & GO (Main Menu)

As just mentioned, the fastest way to find your destination and start navigating is to tap **Find & GO** in the Main Menu (6.1) This will put you on the Find screen, and as soon as you pick a destination, this Navigator will immediately show the Cockpit screen and start navigation. This means that if you plan your route to one of your favorite destinations, you only need two taps to start navigating.

8.2 Selection by Tapping the Map

It is also very easy to set your destination using the map. Just browse to your desired destination on the map, tap it, and the Cursor menu with the possible actions will then open automatically.

NOTE :

When appearing automatically, the Cursor menu remains open for a few seconds only. If you decide not to choose any of the actions, listed, the menu closes automatically. When you open it manually, it will remain until you close it or switch to another screen.

TIP :

If you want the selected point shown in the center of the map, close and reopen the menu or wait until it closes and open it again. By opening the Cursor menu manually, the map will be moved to have the selected location in the center.

8.3 Using the Find Menu

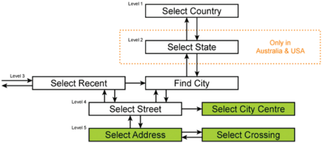
The Find menu is accessible by the Find & GO button at the Main Menu (6.1) or by the Menu buttons of the map screens (6.5.7). The Find menu gives you various possibilities for selecting a location.



8.3.1 Find an Address, Street, Intersection or City

Searching for a city, a street, an intersection, or an exact address can all be done in the Find Address module. If you know at least a part of the address, this is the quickest way to find the location.

The following illustration shows the structure of the address search module. There are five levels (Country, State, City, Street and Address). The list of recent cities and states is the entry point of the module. The red rectangles are the exits. You can complete your search by selecting the center of a city, the midpoint of a street, an intersection of two roads, or an exact address.



You enter the module at Level 3. From this point you can go forward (down) to give the name of the street, then the house number or intersection, or backward (up) to change the city, state or country to search.

8.3.1.1 Selecting the City, State and Country to Search In

The first screen of the address search module is the list of recently used cities. The first line of the list is always the city you are in or closest to.



Should the city you are looking for appear on the list, just tap it and you will immediately jump to the Street Name Input screen with the selected city name or zipcode shown at the top of the screen. If the desired city is not displayed, use the arrows in the bottom right corner to see more of this list.

TIP :

If during navigation you need to know the name of the city or the country you are currently in, just start Find/Address and read the first line of the list. This function leads to a reliable result only if GPS position is available, and you have not disabled Lock-to-Position by moving the map.

If you find that the list of recently used cities contains cities you will not visit in the near future, you can choose to empty the list by the Clear button in the bottom left corner.

Selecting a New City to Search In

If you are looking for a city or town (or state) you cannot find on the list, tap Other City in the top right corner. This will take you to the city name or zipcode input screen, where you can select the desired city by entering a few letters of its name or some digits of its zipcode. Select your choice from the list of results automatically given by the program.



You can accomplish this by using an alphabetic input screen (either an ABC- or QWERTY type). You only need to enter the first few letters, as the program only searches among the cities that exit in the given state or country. If the name of the city is of more than one word, the searched pattern can be any or a combination of those. You can search for multiple partial words by inserting space characters in the pattern. For example Key West in Florida will be found if you enter ‘Ke W’ or even ‘We K’ (any word order will do).

You do not need to enter accents when searching for a destination. Type only the base letters (the letter most similar to the accented one) and this Navigator will search for all their combinations in the database (e.g. for the town ‘Déléagé you only need to type ‘Deleage’, and the rest is done by the program).

As you start typing, this Navigator will calculate the number of cities matching your pattern(s). This number is shown at the right end of the input line. If all the matching city names can fit on one screen, the sound played when hitting the key will be different, and this Navigator will show you all the results in a list. You can select the one you are looking for by tapping the appropriate list item.

NOTE :

When more than 300 matching items (a list of more than 60 pages) exist for the entered pattern(s), this Navigator stops searching, and displays ‘>300’ at the right end of the input line. Enter more letters to narrow the list.

When the name of the city contains a character that is not available on the keyboard (e.g. apostrophe or dash), this Navigator considers it a space that splits the word.

TIP:

If you have finished entering the street name and the matching names are still on more than one page, just tap Done, and select your desired city from the list. Turn the pages with the arrow buttons in the bottom right corner.

TIP:

In case you are looking for a city name that has more than one word, you can reduce the list of matches faster if you enter a few letters from each word.





Once you have selected the city, you can continue by entering the street name.

Changing the State

Some of the maps contain state information. If the city you are looking for is in a different state, tap Other City then Change State from the list of recently used cities, then select the appropriate state. Should you wish to search for an address in the whole country, just tap “Change state” at the beginning of the list.



When the state is selected, you need to select a city by entering a part of its name or zipcode, then select from the list of available matching items as described before.

8.3.1.2 Selecting a Street or the Center of the City

Once the city is selected, you can continue by specifying the street you are looking for.

Note: As for the street input, only available letters are active when entering the first word of the street name . All other letters are inactive and grey.



Selecting the Center of the City

If you wish to navigate to the city displayed in the top center of the screen, just tap done before entering any letters. The search result will be the center point of the city (where its name is displayed on the map).

NOTE :

This point is not the geometrical center but an arbitrarily selected point chosen by the creators of the map, usually the most important intersection in a small town or village, and for larger cities an important intersection in the city center.

Selecting a Street

If you are looking for an address or an intersection within the selected city (shown at the top of the page), you need to first enter the street name you are looking for.

TIP :

If you are looking for an intersection, choose the street that has a rare or unusual name first. This way you need to enter fewer letters to get the list of results. You may also choose the shorter of the two streets first. This way it will be faster to choose the second one from the list of crossing streets after the first street has been selected.

You can search for both the type and the name of a road. If you have the same name appear as Street, Avenue, Boulevard, Road, Place and Court, you can get the result faster by giving the first letter of this, too. For example searching for ‘Pi A’ will result in Pine Avenue skipping all Pine

Streets and Pine Roads.

Should the name of the street be a prefix for several other street names, just enter the whole name, press done, and the exact match will be the first in the list. This way you can easily find even very short street names.

As soon as you select a street, you are automatically taken to the House Number Input screen.

Selecting a House Number from Several Street

If you are uncertain which of the resulting streets contain the house number you are looking for, tap Search In All, and proceed to the House Number Input screen without selecting the street first. Enter the house number, tap Done, and a list appears with only those streets, where the given number exists. To complete the search, pick the appropriate address from the list.

8.3.1.3 Selecting a House Number or the Midpoint of the Street

Once the country, the city and the street name are selected, you are asked to give the house number using the numeric keypad. The range of available house numbers for the chosen street is shown in the input field before you begin entering the figures.



Enter the number, tap done, and this Navigator will show you the selected location on the map (or will start navigating immediately if you have selected Find and GO at the Main menu).

NOTE

House numbers may not be available on the map of your region. Ask your local dealer for details.

TIP:

If you do not know the house number, just press done, and the midpoint of the street will be used as the selected location.

8.3.1.4 How to Select an Intersection Instead of a House Number

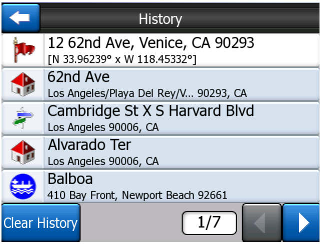
If you do not know the house number or it is easier to pinpoint the location with an intersection, press the Find intersection button in the top right corner and select the desired street name from the list of available intersections of the previously selected street (displayed in the top center of the screen). The crossing of the two streets will be the selected point.



8.3.2 Find in History

If you have used Find before, or saved map points as POIs, marked points with a pin, or picked and used points of the map before, they all appear in the History list.

This list is ordered by the time the points were last used. The most recently used locations are always at the beginning of the list.



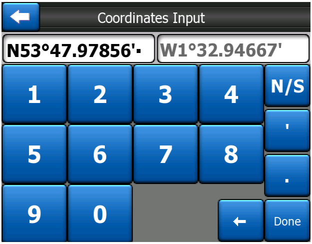
Just pick any of the recent locations as your destination. Here you have no possibility to reorder the list or Search it by name, but the Next and Previous buttons let you browse through the complete list to find your preferred point.

TIP:

If you will need a location later but you do not want to save it as POI, just mark it with a pin, and remember its color to find it easily in the History list.

8.3.3 Find Coordinate

This Navigator also lets you enter your destination by map coordinates. The coordinates need to be in latitude/longitude format and, based on the WGS84 earth mode (the one used by most GPS devices).



When you enter this page, the coordinates of the current GPS position (or the selected map point (Cursor) if Follow-to-Position is inactive) are shown at the top of the display.

The coordinates are always shown in the format configured in advanced settings Display options (7.6.1.4), but you can enter the coordinates in any of the three formats. You can even enter the latitude and longitude in different formats.

Entering a latitude/longitude pair is easy. The left field contains the latitude. It starts with 'N' (North) or 'S' (South). This tells this Navigator whether the point is the Northern or the Southern hemisphere. Use the **N/S** button to change the hemisphere. Enter numbers for the latitude. Use the decimal point if the degrees, minutes or seconds are not integers. Use the **°** / **'** button (the label depends on the current cursor position inside the latitude) to start entering minutes after degrees or seconds after minutes.

When finished, tap the longitude on the right, and enter it as you did latitude. This time the hemisphere-changing button **E/W** tells this Navigator whether the point is located East or West from the meridian crossing Greenwich, UK.

Once you have entered both numbers, press done to make the selection.

TIP:

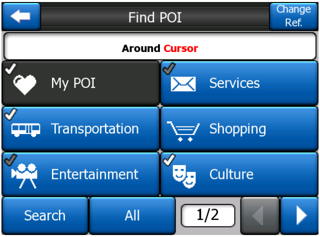
The quickest way to tell the coordinates of a point is to select it by tapping on the map or by using Find, and then come to this page and read the coordinates.

If you need to reformat coordinates to the format selected in this Navigator at 7.6.1.4, enter the

coordinates in the format you have, press done to show it in he map, then come back here to see the same location in the chosen coordinate display format.

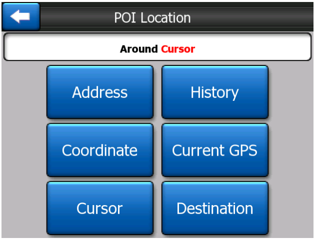
8.3.4 Find a POI

You can select your destination from the thousands of POIs included with this Navigator or from the ones you have previously created. This screen helps you find the one you are looking for. POI items are categorized to let you locate them more easily. On this screen you can see the first page of the top level POI categories. There are three levels total.



The search will be carried out around a certain reference point. Always look at the current reference point shown in the green field above the POI category buttons and confirm that it matches what you want.

To change the reference, tap the Change ref. button in the top right corner.



Once you tap the Change ref. button, you are presented with these choices:

Address : You can specify an address to be searched around, or a city to search in. The center of this city will be used as the reference point.

History : The reference for the search can be selected from the History list.

Coordinate : You can specify a latitude/longitude pair to be the center of the search.

GPS Position : The search will be carried out around the current location given by the GPS if it is available. If no GPS position is available, the last known GPS position (grey arrow on the map) will be used.

Cursor : The search will be carried out around the previously selected map point.

Destination : The search will be carried out around the destination or your current route.

The current selection is always shown in the green field at the top of the page.

NOTE:

The default reference point for POI search is the current GPS position, if it is available, or the Cursor, when there is no reliable GPS position.

Once you have set the reference point, you have the following options on the Find POI screen :

Search in POI Subgroups : Highlight one of the POI groups by tapping or using the directions buttons, then press Enter or tap it again to see the list of subgroups. Using the same action you can move deeper into subgroups.

Search from all the POIs of That Level : Tapping the Search button will bring up a text input screen to let you narrow the list of POIs. If you tap Search in the list of subgroups, you will only search in the group you are already in.

See all POIs of the Current Group in a List : Tapping the all button opens the list of all points in the group or subgroup you are already in. Use the Next and Previous buttons to browse through the list.



Search results are ordered by their distance from the given reference point (nearest first).

NOTE:

In the case of POI items that you have created, you can also see the results in alphabetical order. Push the button with the label ABC that appears between Search and the page number.

Once the desired POI item is selected, this Navigator will show its details.



Tapping OK will return to the map with the selected POI in the center (or starts navigating to it if Find and GO was selected).

Tapping the arrow in the top left corner returns to the search results.

TIP:

If you want to find the nearest POIs, or if you are close to one of them but do not know exactly where it is or what its name is, tap the All button on the very first screen of POI search, and get a list of the nearest POIs. Use the Next button in the bottom right corner to turn the page if you cannot see the desired place on the first page of the list.

8.3.5 Find a Favorites Location

If you have already set up your favorite destinations in General settings (7.1.2), you can select either of them by simply tapping the button with the name on it.

Using the Find and GO function at the Main menu it is only two taps to starts navigating to one of your Favorites.

NOTE:

If you try to access a favorite destination that you have not yet set up, this Navigator will lead you to the setup page.

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9 Troubleshooting Guide

Thank you again for purchasing our product. We hope you will enjoy every minute of using it. However you may face difficulties before you get really accustomed to the Venturer GPS Navigation. In such cases, please refer to this table of frequently encountered problematic situations.

I cannot find the blue (yellow when using night colors) arrow that would show my location. Navigation does not start.

Check the GPS status icon on the Main menu screen, any of the map screens or the GPS Data screen. Either the connection to your GPS receiver is broken, or the GPS cannot determine your position. Reconnect your GPS, or move out of cover to get a position fix.

The GPS is connected, sending valid position data, yet I cannot see the blue (yellow when using night colors) arrow that would show my position.

You should see a large semi-transparent ‘Follow’ icon on the screen. Tap this to re-enable the Lock-to-Position feature that moves the map back to your actual location.

The blue (yellow when using night colors) arrow shows my location, but I cannot see the route (green or red line), and no voice instructions are announced.

It is likely that you have no active route. Check the upper left corner of the Cockpit screen if you can see the indication for the next turn or not. If this field is blank, you have no route planned, so you need to create one first. It is a common mistake to find a destination, show it on the map, but forget to tap the ‘Route To’ button in the Cursor menu to create the route. Be sure to follow these steps, or always plan your routes with the ‘Find & GO’ button. This will ensure your route is calculated automatically as soon as the destination has been selected.

I cannot see the Follow button on the screen, yet the map is not rotated during driving.

Look for a small, red ‘N’ letter on the compass icon or an airplane icon. It is likely that you had initiated the North-up map orientation or the Overview mode unintentionally. Tap this icon to revert to Track-up mode with automatic map rotation.

Creating a multi-point route I have tapped the ‘Route To’ button once for each destination but only the last one appears in the list. All previous points have disappeared.

The ‘Route To’ button is for starting a new route only. For a single route you tap this when the destination is selected. Multi-point routes can be created after you have established a single route. Add points to the single route by using the ‘Add Via’ and ‘Continue’ buttons. Applying ‘Route To’ again will delete the whole route. In your case only single routes existed before, so they were deleted without a warning message. If you already have a multi-point route, Venturer GPS Navigation warns you before deleting the whole route.

The speaker icon shows Venturer GPS Navigation is not muted yet I hear no voice guidance.

The muting available from both map screens is just a quick silencer that cancels the sound output. Voice guidance and key sounds need to be enabled and volume must be set at the Sound Settings screen.

I enabled the speed warning as soon as I bought the product but I have just been fined for speeding because Venturer GPS Navigation failed to warn me.

For an accurate speed warning the actual speed limits of each street and road must be present correctly on the map. This is a relatively new feature of digital maps, so it may not be available in some countries, and its accuracy still has much room for improvement (ask your local dealer for the details in your region). This feature can help you in several cases but it cannot be considered as serious speed control. That is why it can be turned on and off separately from the reliable voice guidance.

10 Glossary

The manual may contain many technical terms. Please look below for an explanation if you are unfamiliar with some of them.

2D/3D GPS Reception:

The GPS receiver uses satellite signals to calculate its (your) position. Depending on the current positions of the ever moving satellites in the sky, and the objects in your environment, the signal that your GPS device receives may be weaker or stronger. Your GPS needs strong signals from at least four satellites to give a three dimensional position including elevation. If fewer satellites are available, it may still be possible to calculate the position but the accuracy will be lower and the GPS device will not calculate elevation. This is called 2D reception. Venturer GPS Navigation shows the quality of reception on the Main menu, the GPS Data screen and both map screens. Note that 2D and 3D GPS receptions have nothing to do with the 2D and 3D display modes of the map. That is a way of representing the map on the screen independently from the GPS reception.

Accuracy:

The difference between your real position and the one given by the GPS device is affected by several different factors. The GPS is capable of providing a guess of its current error based on the number of satellites it can receive a signal from, and their position in the sky. This information is shown in Venturer GPS Navigation on the GPS Data screen. Use it as a general reference only. Note that several other factors affect the real accuracy, some of which the GPS is incapable of estimating (e.g. signal delay in the ionosphere, reflecting objects near the GPS device, etc.).

Active Route:

A route is an itinerary planned to reach your chosen destinations. A route is active when it is used for navigation. Venturer GPS Navigation has only one route at a time, and it is always active until you delete it, reach the final destination or exit Venturer GPS Navigation. When there is more than one destination to reach, the route is cut into different legs (from one via point to another). Only one of these legs can be active at one particular time. The rest of them are unused and shown in a different color on the map.

Automatic Route Planning (Autorouting):

You only need to set up your destination, and based on its map, the software will automatically figure out which roads you need to take, and the turns you need to make to get there. Venturer GPS Navigation will let you select multiple destinations, and customize some important routing parameters.

Automatic Route Recalculation:

If this function is enabled, Venturer GPS Navigation recalculates your route if

you deviate from it. When you miss a turn or avoid a roadblock, Venturer GPS Navigation waits for a few seconds to be sure you do not follow the route any more (you can fine-tune it in Advanced settings), then recalculates the route based upon your new position and direction.

Automatic Day / Night Colors:

Based on the time and position given by the GPS device, Venturer GPS Navigation is able to calculate when the sun rises and sets at your current location on this particular day. Using that information Venturer GPS Navigation can change between the day and the night color schemes a few minutes before sunrise and a few minutes after sunset. As additional information to help your orientation, the sun is shown in the sky when you display the map in 3D mode with a low viewing angle, and the sun is near the horizon.

Elevation:

When the GPS receiver can see at least four GPS satellites, it can determine its current position in three dimensions. In this case the elevation is calculated together with the latitude/longitude position. Note that some older GPS Navigators may provide incorrect elevation data because they use a simple ellipsoidal earth model rather than a database that contains local sea levels. You should also be aware that the elevation value is generally less accurate (by at least a factor of 2) than the horizontal position. See also 2D/3D GPS Reception.

ETA (Estimated Time of Arrival):

A frequently used expression in navigation. It represents the time when you will reach your destination based upon calculations using the remaining part of the route and available information of the roads used. This estimation can only be used as a general reference. It will not be able to take into account your future speed or the traffic delays. In Venturer GPS Navigation this value is shown as ‘Estimated Arrival’ on the Route Information screen.

ETE (Estimated Time Enroute):

Another frequently used expression in navigation. It represents the time needed to reach your destination based upon calculations using the remaining part of the route and available information of the roads used. This estimation can be used only as a general reference. It will not be able to take into account your future speed or the traffic delays. In Venturer GPS Navigation this value is shown as ‘Time left’ on the Route Information screen.

GPS:

Abbreviation for Global Positioning System. This system is operated by the DoD (the Department of Defense of the Navigatores States Government). It consists of 24 satellites orbiting Earth, and several ground stations to keep the satellites in sync. To calculate your position, your GPS device uses the signals

received from those GPS satellites that are currently visible at your location. You can use this service free of charge.

Lock-on-Road:

This function of Venturer GPS Navigation will always keep the blue (yellow when using night colors) arrow representing your actual position on the nearest road. This automatic feature is necessary as the position given by the GPS receiver is not perfectly accurate. Under normal circumstances Lock-on-Road will eliminate the occasional position error. If the corridor of error is too large, your position may be shown over a different street on the map. You can only avoid that by using good quality GPS equipment positioned so it has a direct view to as large a portion of the sky as possible. Normally Lock-on-Road is always active in Venturer GPS Navigation when GPS position is available. However for pedestrian use it can be permanently turned off in Advanced settings.

Lock-to-Position:

When GPS position is available, Venturer GPS Navigation will automatically keep moving the map to always have the blue (yellow when using night colors) arrow, representing your actual position, on the screen. You can move the map to lose this position. The Follow button will then appear on the screen and tapping it will re-enable Lock-to-Position.

Map Orientation:

Venturer GPS Navigation is able to rotate the map for your convenience. If you choose Track-up mode, the map will be rotated to look in the direction of your heading. Selecting North-up, the map remains oriented to have North toward the top. Use the left and right hardware buttons to turn your map in the direction you wish. This will immediately turn off the automatic rotation. A small compass in the top right section of the map screens will always show the current direction of the map. Map orientation should not be mixed up with Screen orientation.

North-up:

A kind of map orientation having the map rotated to have North toward the top of the screen. See also Track-up and Map Orientation.

POI:

Points of Interest. Exact map locations of important points saved in a database together with their name, category and subcategories (e.g. Service/Fuel/Autogas), address, phone and fax number, and other important information. Use the versatile search system in Venturer GPS Navigation to find the appropriate POI near you, your destination or any other given location on the map. You can also have your favorite places saved as ‘My POI’ in Venturer GPS Navigation.

Track Log:

In Venturer GPS Navigation you have the possibility to record your journeys using the position data your GPS provides in every second or every few seconds (depending on your GPS settings). When you start the recording, position data is saved in the database until you stop recording it. This set of sequential GPS positions is called track log. Each set of consecutive positions has a name (originally it is the time of recording but you can change it to any name you like) and a color in which it can be displayed on the map. Later you can replay the journey on the screen of the Venturer GPS Navigation device as if it were happening again. This is good for demonstration purposes or for analyzing your maneuvers during the trip.

Track-up:

A kind of map orientation when the map is rotated to always look in the direction you are headed. See also North-up and Map Orientation.

Via Point:

Routes in Venturer GPS Navigation can have several (as many as you want) different destinations to reach in a specific order. All these points except the final destination are called via points, as the route goes ‘via’ (through) them. The destinations can be seen in the Route Information screen on the Route line, and each via point is announced by the voice instructions as you approach and when you reach it. Should your via point serve as a stopover, navigation continues automatically as you depart. Navigation will resume even if you turn off and on your device or restart Venturer GPS Navigation.

Zoom In and Out:

The Zoom function is used to change the scale of the map. Use Zoom In to scale down the map to see less of it but in more detail, and use Zoom Out to scale the map up to have a broader view of that part of the map with fewer details.

11 End User License Agreement

1. The Contracting Parties

1.1. Contracting parties to present Agreement are, on the one hand: Nav N Go Kft (reg.no.: 03-09-111944) as Licensor and the legal user (as defined in Section 2) of the object of present Agreement according to Section 4, hereinafter referred to as User on the other hand (hereinafter jointly referred to as Parties).

2. Conclusion of the Agreement

2.1. The Parties hereby acknowledge that present Agreement shall be concluded by implicit conduct of the Parties, without a signature of the Parties.

2.2. The User hereby acknowledges that following the lawful acquisition of the software product constituting the object of present Agreement (Section 4), any degree of use, installation to a computer or other hardware, installation of such hardware into a vehicle, pressing of the “Accept” button displayed by the software during installation or use (hereinafter referred to as actions of use) shall be deemed as implicit conduct resulting in the conclusion of the Agreement between the User and the Licensor.

2.3. Present Agreement shall by no means entitle persons who unlawfully acquire, use, install on a computer, install in a vehicle or utilize in any manner whatsoever the software product.

2.4. The end user license agreement between the Parties shall be concluded with terms set forth in present Agreement.

2.5. The time of conclusion of present Agreement is the time of executing the first action of use (commencement of use).

3. Applicable law

3.1. In issues not regulated by present Agreement the jurisdiction of the Republic of Hungary shall be applicable, with specific reference to the Act No. 4 of 1959 on the Civil Code (CC) and to Act No 76 of 1999 on Copyrights (CA).

3.2. Present agreement is issued in English and in Hungarian. In case of dispute the Hungarian text shall prevail.

4. The object of the Agreement

4.1. The object of present Agreement shall be the software product entitled “Venturer” (hereinafter referred to as software product).

4.2. The software product shall include the operating computer program, its complete documentation, and the map database belonging thereto.

4.3. Any form of display, storage, coding, including printed, electronic or

graphic display, storage, source or object code of the software product, or any other as yet indefinable form of display, storage, or coding, or any medium thereof shall be deemed as part of the software product.

4.4. Error corrections, additions, updates used by the User as defined in Section 2 following the conclusion of present contract shall also be deemed as part of the software product.

5. Owner of Copyrights

5.1. The Licensor – unless contractual or legal regulations state otherwise - is the exclusive owner of all material copyrights vested in the software product.

5.2. Copyrights extend to the whole software product and its parts separately as well.

5.3. The owner(s) of the copyrights of the map database forming part of the software product is (are) natural person(s) or corporate entity(es) as listed in the appendix to present Agreement or in the „About/Map" menu item of the operating computer program (hereinafter referred to as Database Owner). Licensor hereby states that Licensor has obtained sufficient usage and representation rights from the Database Owner in order to utilize and give into further utilization the map database as set forth in present Agreement.

5.4. In conclusion and execution of present Agreement the Database Owner is represented by Licensor in relations to the User.

5.5. By concluding present Agreement, Licensor shall withhold all rights vested in the software product, except for those that the User is entitled to according to explicit legal regulations or that of present Agreement.

6. Rights of the User

6.1. The User is entitled to install the software product on one hardware device (desktop, handheld, portable computer, navigation device) at a time, and to run and use one copy thereof.

6.2. The User is entitled to make one security copy of the software product. However, if the software product is operational after installation without the use of the original media copy, then the original media copy is deemed to be a security copy. In all other cases, the User is only entitled to use the security copy if the original media copy of the software product has become unsuitable for proper and legal use without any doubt, such state thereof being supported by acceptable proof.

7. Limitations of Use

7.1. The User is not entitled

7.1.1. to multiply the software product (to make a copy thereof);

7.1.2. to lease, rent, lend, distribute, transfer it to a third person with or without a consideration;

7.1.3. to translate the software product (including translation (compilation) to other programming languages);

7.1.4. to decompile the software product;

7.1.5. to modify, extend, transform the software product (in whole or in part), to separate it into parts, compose it with other products, install it in other products, utilize it in other products, not even with the aim of achieving a co-operation with other products;

7.1.6. apart from using the computer program, to obtain information from the map database included in the software product, to decompile the map database, to use, copy, modify, extend, transform the map database in whole or in part or the group of data stored therein, or to install it in other products, utilize it in other products, not even with the aim of achieving a co-operation with other products;

8. Non-Warranty, Limitation of Responsibility

8.1. Licensor hereby informs the User that although the greatest care was taken in producing the software product, yet with respect to the essence of the software product and the technical limitations, the Licensor does not warrant for the software product being completely error free, and the Licensor is not bound by any contractual obligation by which the software product obtained by the User should be completely error free.

8.2. The Licensor does not warrant that the software product is suitable for any purpose defined either by the Licensor or the User, and does not warrant that the software product is capable of co-operating with any other system, device or product (e.g. software or hardware).

8.3. The Licensor does not assume any responsibility for damages incurred due to an error in the software product (including errors of the computer program, the documentation and the map database).

8.4. The Licensor does not assume any responsibility for damages incurred due to the software product not being applicable for any defined purpose, or the error or lack of co-operation thereof with any other system, device or product (e.g. software or hardware).

8.5. The Licensor shall hereby also draw the attention of the User with great emphasis to the fact that while utilizing the software product in any form of transportation, observing the traffic regulations and rules (e.g. use of obligatory and/or reasonable and suitable security measures, proper and generally expected care and attention in the given situation, and

special care and attention required due to utilizing the software product) is the exclusive responsibility of the User; the Licensor shall not assume any responsibility for any damages occurred in relation to utilizing the software product during transportation.

8.6. By concluding present Agreement the User shall especially acknowledge the information stated in Section 8 above.

9. Sanctions

9.1. The Licensor hereby informs the User that according to regulations of the CA, should the Licensor find its rights to be breached, the Licensor may

9.1.1. claim the acknowledgement of such breach by court;

9.1.2. claim ceasing the breach and ordering the person under breach from continuing such;

9.1.3. claim that the person under breach give proper compensation (even by way of publicity, to the expense of the person under breach);

9.1.4. claim the return of the increase of assets due to the breach;

9.1.5. claim ceasing the breaching situation, the restitution of the state before the breach, to the expense of the person in breach, and may claim the destruction of instruments and materials used for the breach, and that of the objects created by the breach;

9.1.6. claim damages.

9.2. The Licensor hereby also informs the User that the breach of copyrights and related rights is a crime according to Act IV of 1978 on the Criminal Code, which may draw as a sanction a sentence of two years in prison in basic cases and up to eight years in prison in qualified cases.

9.3. For disputes arising from present Agreement the parties hereby agree on the exclusive competence of - depending on value and title disputed - either the Central Court of Budapest Districts or the Municipal Court of Budapest.

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